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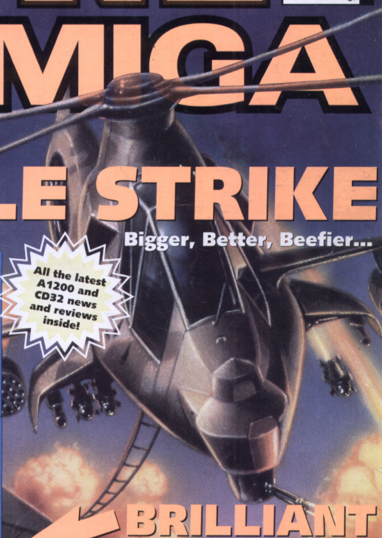

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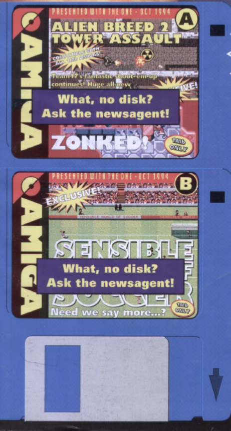
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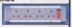

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Not long now...

I was on holiday last month (as you probably noticed from the poorer and less funny sections of last issue — I had nothing to do with them, you see, especially the bits with spelling mistakes) and whilst jetting from island to island in my private plane I came across some working class scumbags selling goods in a market. Amongst the stuff on offer were some Gameboy cartridges with up to 81 games on them. Now, as you know, I'm a bit of a games-playing monster so, rather than reading classics such as American Psycho and Janet and John Snog Each Other, I prefer to while my time away by the pool fiddling with my game boy. I mean 'Gameboy'. Naturally, I snapped one of these cartridges up and skipped merrily back to my exclusive (or should that be 'EXCLUSIVE!'?) apartment, pausing only to sign autographs for Mick Jagger and Madonna. But when I settled down and prepared to enter gamesplaying heaven, I noticed that there weren't in fact 81 games — more than half were duplicated and given another name, so poor saps who weren't in the know would have been well and truly ripped-off. And, to top it off, they were obviously pirate versions.

So there's a message here, kids: Piracy definitely doesn't pay, on any format. I know — I had to get my money back.

Simon Byron, Editor.

6 BOOT SECTOR

Sir Mattford B has all the information on this issue's incredible little square things with magnetic round bits in them.

13 NEWS

Lots of things have been happening in the world of Amiga games, so if you want to know the what's when's and how's, this is the place for you. Probably.

17 HOW'S THIS WORK THEN, MATT?

Old goat pants himself shows just how lucky he was to get his job, by completely messing up what can only be described as a div's guide to the odd bits hidden deep within the Amiga.

18 WIN SIGNED SENSI STUFF

Yes, this is your chance to grab hold of a football signed by all your top Sensible Software heroes. I'm sure it would look great on your wall. Or in the bin.

20 LETTERS

If you think we could care less what you lot out there think then you're sadly mistaken. We use all your letters to store our bogies. And that's true.

23 A LOAD OF OLD BULLFROG

The One would like to apologise to the makers of *Syndicate*, *Populous* and *Theme Park* for having to suffer an entire conversation with Andy Nuttall. We realise that it's more than any company should have to endure, but it's his job. Sorry.

26. WORK IN PROGRESS

Jungle Strike, *Akira*, and *Mega Race* are just three of the games we'll be WiPing this month, while sausage, egg and bacon are just three of the things I'll be eating for breakfast.

43 REVIEWS

This month we really are very funny indeed. No, honest. At one point Matt says something about *Reunion* that really makes you laugh, followed by Simon who makes a very clever and witty observation about *Litil Divil*. Oh, and of course Andy reviews *Theme Park*. Never mind — you've got to have some crap bits to fully appreciate the good stuff.

69 UPDATES

It's amazing how much money some companies make just by putting exactly the same game on a CD and then charging people (who already own the game) an extra £40 for exactly the same thing only with an additional five seconds of rendered tea kettles rotating around an apple.

73 REPLAYS

It's amazing how much money some companies make just be putting out exactly the same game as twelve months ago, chopping a few quid off the price, and selling it in a smaller box. Am I starting to sound like Gary Penn? Oh dear...

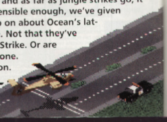
76 KILL ZONE

Having trouble with *Heimdall 2*? Not quite getting to grips with *Valhalla*? 'Well stumped' by *Kid Chaos*? Worry ye not young fella'-me-lad, for *The One* is indeed well and truly on that case. And as if that's not enough, there's also Snip Tips and Matt's Games Surgery. Are we good to you or what?

86 WIN A LOAD OF CRAP

We've been told to tidy up our office by the nasty old witch who lives upstairs. She eats little children, you know. So rather than scooping the crap into a bin bag and dumping it in a skip, we thought we'd send the lot to one of you!

It's in a jungle and it's a strike. It's the sort of strike that you're only likely to find in a jungle, and as far as jungle strikes go, it is. As if that isn't incomprehensible enough, we've given Matt three pages to spew crap on about Ocean's latest game called Jungle Strike. Not that they've done one before called Jungle Strike. Or are ever likely to do another one. Er...right on.



nts

THEME PARK....44

Phwoar! We've waited and waited and waited, and now it's here (and we've not just reviewed the PC version either — apparently someone in Macclesfield had it and Tony was next in line). Bullfrog really does know how to get the old juices bubbling, and if Andy's review is any thing to go by, you'd best get your best crotch nappies at the ready.

87 BACK ISSUES

Hey kids! Read the mag from cover to cover? Counting the days 'till the next issue arrives? Got tons of cash that you don't really want any more? Well, you look like the perfect candidate for our Back Issues page. Harry spends literally seconds every month preparing this page, so go get your mum's purse and nick her credit card now!

88 PD ZONE

I've got the funniest feeling that Matt really thinks people are interested in cheap old tosh. I mean every month he wastes hours playing through *Asteroid* clones just in case one "...really is quite innovative, bringing the genre into the 90's with a bang." Silly bugger. Still, it's good absorbent paper if you get caught short on the lav', I've heard.

91 SUBSCRIBE

Hey kids! Read every mag EVER from cover to cover? Frightened that you might miss the next issue as literally ~~thousands~~, ~~hundreds~~, tens of people ~~rush~~, ~~run~~, saunter along gently to get their copy of Britain's least popular mag? Don't worry — just get your dad's cheque book and turn to this page now.

92 RECOMMENDED

In this month's episode of Recommended, Judi wonders whether Jeff is having an affair or is just acting weird because of his extra leg. Brian falls for his attractive new lampshade, while sultry seductress Stephanie learns how to tickle the underside of a salmon — the hard way.

96 BUBBLING UNDER...

In a totally new and exciting part of the magazine, Simon Byron pulls back the silver foil on some of the crumbliest flakiest titles likely to be gracing your Amiga in the near future. Some are old development devils, while others are fresh vacuum sealed sweeties. I'd like to point out that this isn't just Mini WIPS moved to a different place in the mag. Not at all.

98 NEXT MONTH

We've finally realised that lying to the readers month after month isn't working, so we've sent Matt off into the past to bring back an important figure from history to give us the low down on next month's issue. Jesus was busy and Hitler told him to sod off, but he managed to bring back a top theologian. Not to be missed. Unless you've got brains.

LITIL DEVIL....64

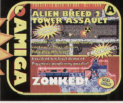
CD32 owners should all get together in a big room and hold hands, because here comes what can only be described as — 'a game for the CD32'. Yes. I know. Incredible isn't it? Well actually, you'd best ask Simon because he's played it more than me. (Well it looked nice over his shoulder, anyway).

Page 81 is rubbish!

GAMES FEATURED IN THIS ISSUE

ALADDIN	BUBBLE	96
BRIAN THE LION CD32	UPDATE	70
CHARLIE J. COOL	BUBBLE	97
CYBERSPACE	BUBBLE	96
DETROIT	REVIEW	52
GULP!	REVIEW	48
HEIMDALL 2	TIPS	76
ISHAR 3	TIPS	81
JETSTRIKE CD32	UPDATE	69
JUNGLE STRIKE	WIP	36
KID CHAOS	TIPS	80
LITIL DEVIL	REVIEW	64
MEGA RACE	WIP	34
PGA EURO TOUR GOLF	WIP	38
REUNION	REVIEW	56
SKELETON KREW	BUBBLE	96
STANDARD DEVIATION	REVIEW	62
STARLORD	REVIEW	50
THEME PARK	REVIEW	44
TOP GEAR	REVIEW	50
VALHALLA	TIPS	78
WORLD CUP GOLF	WIP	30
ZONKED	BUBBLE	97

SENSIBLE WORLD OF SOCCER — THIS WAY!



AMIGA
B
EXCLUSIVE!
SENSIBLE WORLD OF SOCCER
Need we say more...?

BOOT SECTOR

SENSIBLE WORLD OF SOCCER

Renegade

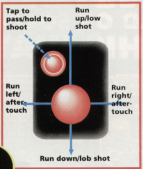
Look, I know that every month I go on about how incredible our coverdisks are, but this time I really mean it. This has to be one of the most-awaited game in the Amiga's history since *Frontier*, and blow me if we haven't got just about the blimmin' best ever demo for you special readers.

LOADING YOUR DISKS

1. Take me, take me, baby baby bake me. Oh yes, and the disk.
2. In a ragamuffin styley, insert the disk into your disk drive.
3. Shaking your funky stuff, carefully select the demo of your choice, using either the function keys or the mouse.
4. Oh la la, if it isn't just about the best blimmin' demo you've ever seen. On this mag. This month.

READ THIS!

When you first start in the Fancy League, you can make as many player transfers as you want. Once you get into the game, however, you will only be allowed to make one transaction per match. It is therefore very important that you make as many deals as you can at the start, thus improving your team before you play your first match. Alright folks?



There is one problem, though: you can only play this demo if you promise to never buy any other Amiga magazine but *The One* again. Just say out loud, in the direction of the disk, "I'll only ever buy *The One*," and then plop it into your drive. Now it'll work. If you ever go out and buy another mag, the demo won't load any more, so don't even bother putting it in your drive. Okay? Good, let's move on...

The fist thing you need to decide when you play our demo, is whether you want to play a quick friendly game to sample the delights of *SWOS*, or whether you reckon you're hard enough to take on the cream of the crop in our Fancy Football League.

FRIENDLY

If you choose a friendly match, you'll only be able to choose from one of the Fancy League teams (it's worth noting that throughout this demo, even though you can see other options, you can only select the brown ones). By highlighting that team with the joystick, you can cycle through player, computer or manager control (where you get to decide the strategies and team selection, but the computer plays for you). After that, you can just get straight into it. I'd also like to point out (while I'm in the gloating mood) that this gives you a full three-minute game and not just a 'one goal only' demo. Pretty brilliant, eh?

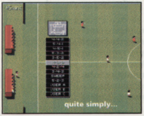
As far as viewing and arranging you teams goes, it's pretty much identical to the original *Sensi*, and by moving the flashing cursor you can change the team's formation and generally juggle your players around.

FANCY

If you take part in our Fancy League, you need to decide whether you want to be a playing manager or just a 'watching' manager, after which you'll receive a letter from the chairman of the Dead XI explaining that due to Harry being crap, you've inherited the managerial role for the team. You've got a brand new team, and now's your chance to make an impression on the Fancy League by working your way through the actual Fancy League teams, starting with the second worst, and ending up against supreme champion, The Sensi World Champion himself — Sir Simon Byron. It works in the same way as any league but if you lose you may find the Dead XI Chairman fairly harsh....

The main screen shows the matches you have yet to play and in what order, along with a fair bucket-load of

The Dead XI...


quite simply...

football...

We've got Sensi, we've got Sensi. And we've got Tower Assault which works on all machines. Ha ha ha! Yes indeedy folks, if you ever had any doubts that The One can beat the crap out of its competitors as far as disks go, doubt no more! Matt Broughton pulls his pants down and gloats like some vicious, er... gloater.

A

SENSIBLE WORLD OF SOCCER
Renegade

B

ALIEN BREED: TOWER ASSAULT
Team 17

ZONKED
Psygnosis

options. Let's have a little look now, shall we?

SQUAD

This option allows you to view your players, with information such as how much they're worth, their position and goals scored. Clicking on the bottom-most head icon will cycle through other players in your 'pool'.

PLAY MATCH

This takes you to your next game in the Fancy League. You don't have to cycle through the other team's games with this option as it just jumps straight to your next match.

NEXT MATCH

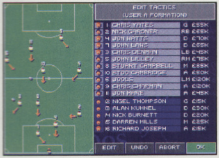
This takes you to the next game in the League. If you're not playing, you can either opt to watch the match in its entirety or just get the results. A sub-option from both this and PLAY MATCH is the STATS, which allows you to check the highest goal scorers, the tournament settings, as well as allowing you to examine any of the other Fancy League teams in more detail.

BUSINESS

This options gives you a simplified bank statement, with gate receipts, player wages, etc.

TACTICS

This option isn't running in the demo, but you can have a look at the sort of thing you'll be able to do by selecting USER A FORMATION. Unfortunately, you can't do anything but look, but this only a demo after all (still bloody good though, isn't it!)



EDIT TACTICS (USER A FORMATION)		
1 CHRIS YATES	G	£55K
2 NICK GARDNER	RB	£65K
4 JON WATTS	D	£70K
7 JOHN LAWS	D	£65K
3 CHRIS DENMAN	LB	£45K
5 JOHN LILLEY	RM	£75K
8 STUART CAMPBELL	M	£85K
10 STOO CAMBRIDGE	A	£50K
6 JOOLS	LM	£120K
9 CHRIS CHAPMAN	A	£120K
11 JON HARE	A	£45K
12 NIGEL THOMPSON	G	£15K
13 ALAN KUHNEL	D	£30K
14 NICK BURNETT	D	£20K
15 DARREN MILLS	M	£25K
16 RICHARD JOSEPH	A	£15K

VIEW WORLD

Again, because of this only being a demo, you can only look at the Fancy League or the English Premiership and Division One. From here you look in on the games going on, either as a result or by watching the full game. You can also access the STATS in the same way as already described.

SCOUT

Fancy League only, what team to look at and what player to monitor

TRANSFER

What a demo — even the transfers are working! Anyway, there are a few options within the transfer menu, and those are, basically...

BUY

Here you can view and bid for players in the Fancy League and Premier League with the BUY OTHER PLAYER option, or can search for specific players on the domestic market. Using the domestic market option, you can specify the type of player you're looking for, along with particular skills you require. You can also specify a price ceiling. Okay?

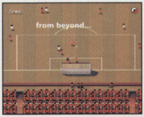
Once you've entered the details (by moving the cursor and pressing fire to cycle through) you can click over LIST to view the relevant players, which will tell you where to look for your perfect player.

Once you find the player you wish to bid for, highlight them with the cursor and select MAKE OFFER. Here you can put together your proposal for that player, using either hard cash, or a combination of cash and player exchanges. To alter the offered price, highlight the amount and move left or right while holding down fire. If you want to include a player exchange into the bargain, highlight the plus sign and press fire. You can now move though your team and select the player(s) to be offered. Once you're happy with your proposal, highlight CONFIRM OFFER and see what they say. If you're refused, you can make an improved offer.

You can also put one of your scouts onto a particular player, but due to the demo length, there's not really much point!

SELL

Here you can put your team members on the transfer market and see if any one else shows an interest. Even if no-one immediately jumps up with a nice fat wad of cash, you can leave your reject players on the market for next time round.



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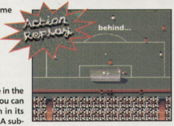
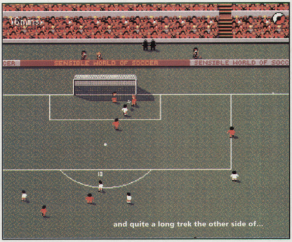


behind...



and quite a long trek the other side of...

the furthest...

gate of Hell.

BOOT SECTOR

WHOOPS!!

Due to the large number of duplicate disks made, the occasional one sods up like a git. If you're unlucky enough to get one of these, please except our humble apologies, but PLEASE DON'T SEND THEM TO US! Instead, send then to this address with a SAE for 28p:

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ALIEN BREED: TOWER ASSAULT

Team 17

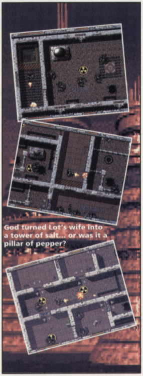
Hands up who knows *Alien Breed*. Everybody? Excellent. Right, I'm off for a cuppa while you play our superb demo. (Every month you pull some naff trick like this, and every month I have to put some comment in brackets telling you to get on with it. Will you never learn? — Simon). No, I guess I never will...

Okay, *Alien Breed* is is completely easy to describe. You control a top-viewed fella who runs around shooting nasty aliens, trying to complete some sort of level task. In this particular demo, your task is to destroy all of the security installations (those machine-type things scattered all around the level) and find the pass that will operate the deck lift.

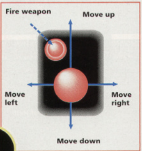
Along the way you'll run into an infinite amount of energy-sapping aliens, as well as radiation-filled rooms which must be exited as soon as possible if you want to leave with any energy. Holes appear in the floors every now and then with — yes! — more aliens.

At the top of the screen (or the bottom for player two) you'll see your current energy along with the number or lives left and the amount of ammo left in your gun. Next to the ammo level is the number of spare ammo clips in reserve, and then the number of keys (well, actually, you've got infinite keys in our demo — just don't tell anyone!).

Er, other than that, it's all pretty obvious. You need to avoid contact with bad fellas, and blow up as many of the installations as possible (i.e. all of them). Once you've destroyed them all, you need to get to the deck lift before the whole level blows up. Right then, off you go!

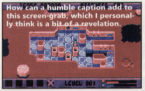


God turned Lot's wife into a tower of salt... or was it a pillar of pepper?



ZONKED

Psygnosis



How can a humble caption add to this screen-grab, which I personally think is a bit of a revelation.

Anyone vaguely familiar with the idea of *Pengo* or any of the many puzzle games that we look at in PD Zone will be right at home with this little love, because it's about as simple as they come.

The idea for the game is quite straightforward: each level has an exit which you must reach, but before you can get to the aforementioned tile, you need to fill the holes in the floor by pushing something down them. Things start off quite easy, and with a bit of forward planning you should be able to complete the first couple of levels with no real problems. Of course, no puzzle game would be complete without some sort of learning curve, so now we'll start to introduce some of the other elements into the game.

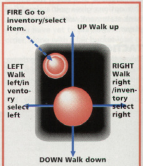
One of the first things you'll come across are sliding tiles that, once pushed, will keep moving in that direction until they hit a wall or one of the solid obstacles that frequent most of the levels in *Zonked*. To deal with these you need to think about using the normal blocks as, er... well, blocks, really, to stop the sliders from going too far across the screen.

Next up are patches of glue that, funnily enough, glue any blocks to the ground, while patches of ice will send both you and your blocks across the screen in a bit of an icy-slidey way (though you yourself can change direction if you're quick enough).

There are a couple of other items you'll come across, such as magnetic blocks and electrocution tiles, but if I told you everything, you'd have no fun finding out for yourselves, now would you?

You have a limited inventory, with items automatically being collected as you walk over them. Access this by pressing the fire button and, once you have the windows flashing, use the joystick to either select the item you want or the exit cross — then press fire to select. The meters in the bottom-right show both your energy level and your time limit. Needless to say, some of the items you find are necessary if you want to finish the level before you run out of either.

Okay, I think you get the gist, so get your thinking caps on and get sliding. Have fun! (You haven't said that at the end of a Boot Sector instruction for, oh, weeks! — Simon).


FIRE Go to inventory/select item.
UP Walk up
LEFT Walk left/inventory select left
RIGHT Walk right /inventory select right
DOWN Walk down

OTHER CONTROLS Space Bar to retry level, Q to quit, P to pause.

The Small Print Bit.

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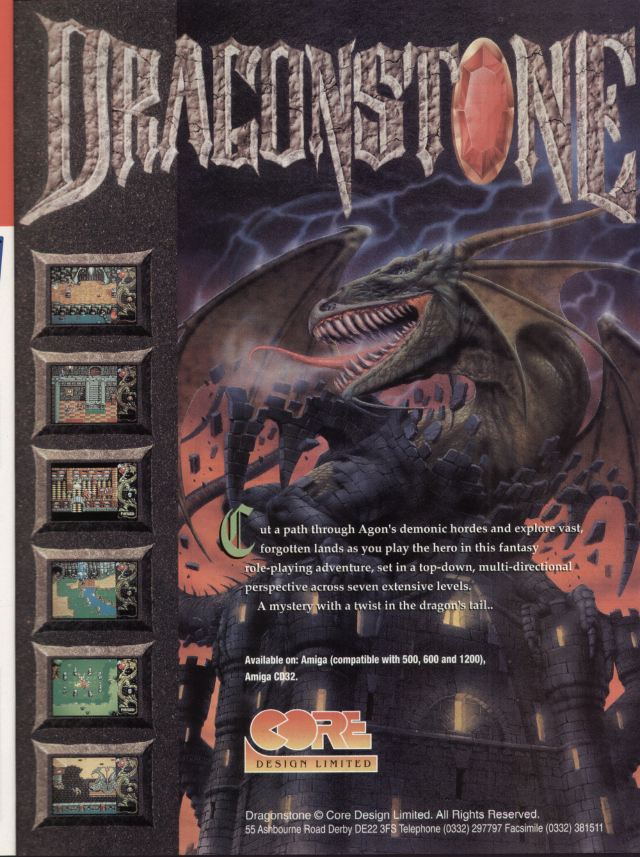

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Wordworth 2 AGA with Print Mgr & Day To Day Planner...............................£39.99
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AMIGA COMPUTING AUGUST 94

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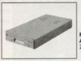

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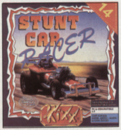

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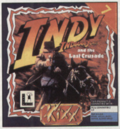

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NEWS

COMMODORE SO NEARLY THERE

Nails are being bitten to the quick throughout Commodore's UK operation as the staff wait for Commodore shareholders to decide who wins control of the company.

After months of mucking about, the final bids were submitted in the middle of August, and currently Commodore UK's own bid is the favourite. It was put together as a management buy-out (MBO) by the UK's joint MDs David Pleasance and Colin Proudfoot. They flew out to New York to put their case on August 18th.

With City money behind them, Pleasance and Proudfoot plan to run Commodore worldwide from Maidenhead. Commodore UK would control the manufacturing, along with the research and development. In the meantime overseas sales would be taken on by third parties by arrangement with the UK. The most dramatic result of an MBO could be the renaming of the company. Insiders say Commodore might disappear to be replaced by Amiga International or something of that ilk.

The competing bid is believed to be from Samsung which has been linked with Commodore ever since its first day of liquidation on April 29th. Taiwanese hi-fi giant Samsung wants a slice of the games action and it sees Commodore as its ticket to the gaming booty. The company's bid is believed to be for only part of the business.

Whatever happens, it's highly unlikely that there'll be any Amigas in the shops until November at the earliest. Commodore UK has sold out of A1200s and A4000s, and there aren't many CD32s left either. Even if the machines are quickly manufactured Commodore has got its work cut out to put a decent bundle together and to find space on the retailers' overloaded Christmas shelves.

If the MBO is successful, the Amiga logo is likely to change to David Pleasance sitting on a keyboard in his pants.

MORE CHAMP MANAGER

Although the *Championship Manager* horse is lying lifelessly on the grass, Domark has decided to flog it one more time, scotching the rumours that it was to be shot and turned into dog food.

Championship Manager End of Season Data Disk allows you to update your original *Championship Manager '93* disks to include all the player data and team statistics from the 93/94 season. This means that plucky Londoners Crystal Palace will be playing Liverpool (and, no doubt, doing rather badly) whilst Sheffield United do their best to rise phoenix-like out of the First Division hell they were banished to for playing like big girls.

The package is on sale now costing £15.99 and includes the award-winning book *Fever Pitch* which has been described as the best football book ever written. But not by us.

DRIVE TIME IS HERE

We don't understand what these things do.

If you were clever enough to buy an A1200 before Commodore went belly-up, then you might just be interested to know that ZCL's CD drive is finally here.

The distribution company has agreed to ship the drive — made by French manufacturer Archos — at a retail price of £199 apiece. The unit will bear ZCL's wacky new brand name Zappo.

ZCL is skipping about in anticipation of glorious sales. "Demand has been fantastic, and once the network is set up we expect to ship 10,000 units plus by Christmas," said ZCL boss Don Carter.

The wait has been caused in part by the addition of Kodak PhotoCD compatibility to the machine. Obviously it will run CD32 and CDTV software too.

There's no doubt the drive is a hot product. *The One*'s sister mag *CU Amiga* has taken a sneak preview and has been raving ever since. Of course, Commodore produced its own version (even though it always said it didn't think anyone would buy it) which it stuck in the corner of its stand at a trade show in the spring. It hasn't been seen since. But, of course, Commodore has had other things to worry about.

WIE LIKE RENEGADE

At the time of going to press, multimedia giant Time Warner was close to acquiring London-based software company Renegade — whose most recent Amiga releases have included the brilliant *Ruff 'n' Tumble* and the rather incredible *Elfmania*.

The deal, which is in the latter stages of negotiations, would mean the company forming part of a new Warner offshoot, to be known as Warner Interactive Entertainment (WIE). Initial rumours suggest that the Renegade name will remain, having built up an excellent reputation with games such as *Sensible Soccer* and *Chaos Engine*.

WIE will operate as an independent company, not directly linked to Time Warner Interactive which also operates from the UK. The only direct link to the huge Warner empire will be the use of its global distribution network. Indeed, the move also means that WIE will become the only software house in the UK which runs its own distribution.

That's the news for now — we'll bring you full confirmation and details next month. Or will we?

Red and yellow and pink and green, orange and purple and poo...

VR HERE

Forget mistletoe, the coolest thing to spend this Christmas under will be a Virtual Reality headset.

Three companies have developed headsets which they expect to ship into this country in the next few months. One of them, the CyberMaxx from US company VictorMaxx, is designed to function on an Amiga.

The CyberMaxx will sell for roughly £500, while Forte's VFX1 system will cost around £650, and UK-based Magic Media's headset should come in at a remarkable £299. Major software publishers like Electronic Arts, Ocean Software, Sierra and MicroProse are said to be developing for VR.

Although the technology has been around for a while, it has been very expensive and available only in the arcades. These three domestic breakthroughs should provide a giant leap for VR.

The Alien tried to mate with Vanessa's eyeballs.

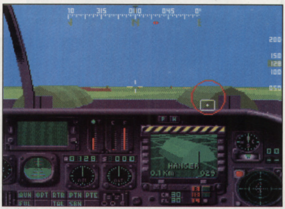
According to VictorMaxx, "a number of developers are working on projects for Amiga which should be available towards the end of 1994". Until that time the headset will work with current games but the experience will be "monoscopic," which means that both eyes will view the same image. But it will still be a lot more involving than when you're watching a screen, and apparently you can even watch TV this way.

VictorMaxx president Kevin Koy said: "Virtual reality games will make computer games as we know them seem archaic." Well, maybe — but they'll also make us look very silly indeed. As our picture shows.

MICROPROSE MICROPRICE!

Military machinery is going cheap — and you don't have to go to a Moscow market to get it! MicroProse has teamed up with Digital Integration to launch a new budget label called Power-Plus. And among the first releases are *Gunship 2000* and *F1 Grand Prix* (available now), along with *F117A* and *Dogfight* (October), none of which have been available at a budget price before. The games will cost a pocket gratifying £16.99 each.

It's a bit of a first for MicroProse, which has previously passed on the responsibility for its budget games to other companies (in return for a fat cheque, of course). Further releases are expected every six weeks or so.



Let's hope that Harry puts something quite funny in here because I certainly can't think of anything. (How about 'Pants' Si? —Harry.).

PHILLIPS OPENS THE WHITE BOOK

Now you can have A Fish Called Wanda with your AGA chips. Philips has just released three major movies on the Video CD, or White Book, format. A Fish Called Wanda, Sliver and The Naked Gun are obviously designed for the CD-i, but they will happily play on your CD32 as long as you have a digital video module.

Philips has taken a while to put out product on Video CD. Previously its discs were all Green Book, a move designed to make them playable only on CD-i players. It backfired when it became clear that the CD32 could play Green Book discs as well, if not better, than the Philips machines.

Toe-nail clipping techniques have improved a lot since the Cretacious Period.

A TRIBE IS BORN

Ocean has completely reorganised its internal development, and given its creative team a new name: Tribe.

From now on any in-house game will be credited on the packaging as "A Tribe Production From Ocean". The new system means that individual teams will work on an individual game production from day one, right through to completion. They will call in specialists from other divisions — like 3D engines or sound — to add their expertise, but otherwise every game will have the same team in charge right through. Obviously they will want their work recognised, which is why they've been given a name.

It's a complete rethink by the Manchester boys, and no doubt part of the reason was the departure of Gary Bracey, who had headed up the development side of things for over a decade.

As part of the same strategy, development work on Ocean's famous licensed titles — which have included *Jurassic Park* and *RoboCop* — will be farmed out to specialist developers like, say, Probe Software.

Ocean obviously believes the big money and excitement is in original games, but also in CD. All three of the original titles that Ocean currently has in development are being programmed for CD formats (CD32 should be among them). But unlike previous games, they are being written in a code which makes it quick and cheap to convert them to other platforms.

The first fruits of the Tribe strategy will be here in 1995. David Ward, Ocean's chairman, said: "From now on, creativity and originality are the key elements of absolutely everything we do. That's the only way we can create the type of games that will do justice to tomorrow's machines and appeal to tomorrow's consumers."

This has been a News production on behalf of Samuel J *The One* IV.

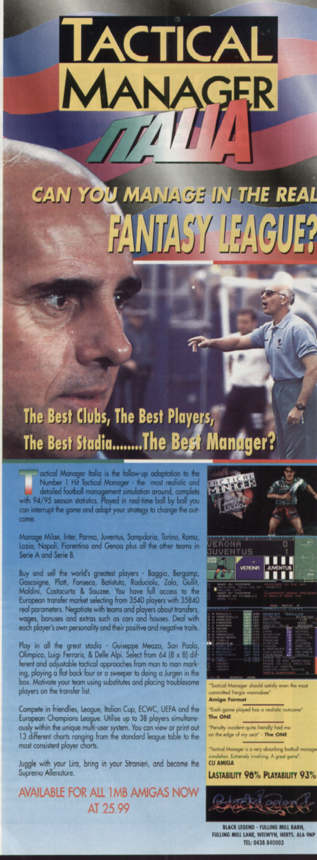
CLASSIFIED

From September 1st all games on sale in the UK should be marked with an age rating. The initiative has been hanging around for nearly a year and industry governing body ELSPA finally confirmed the decision to classify games in May. Now, after all the red tape has been used up, the er, stickering begins.

The One reported on the system back in May. Sorry to be a bit boring, but here's a recap. A game should display a sticker indicating the age for which they are suitable: 0-10, 11-14, 15-17, 18+. There is no legal duty for the retailer to stick by these ratings — they are just guidelines.

But the games business had to do something, because it is worried the government will clamp down and force publishers to go through the official censors. That would take money and time.

Not that ELSPA's scheme is fully supported. Some publishers with a global outlook, such as Acclaim, didn't want to co-operate because they wanted an international system. But ELSPA expects up to 80 percent of chart games to carry ratings from now on.



TACTICAL MANAGER ITALIA

CAN YOU MANAGE IN THE REAL FANTASY LEAGUE?

The Best Clubs, The Best Players, The Best Stadia........The Best Manager?

Tactical Manager Italia is the follow-up adaptation to the Number 1 Hit Tactical Manager - the most realistic and detailed football management simulation around, complete with 94/95 season statistics. Played in real-time ball by ball you can interrupt the game and adapt your strategy to change the outcome.

Manage Milan, Inter, Parma, Juventus, Sampdoria, Torino, Roma, Lazio, Napoli, Fiorentina and Genoa plus all the other teams in Serie A and Serie B.

Buy and sell the world's greatest players - Baggio, Bergamp, Gascoigne, Platt, Fonseca, Batistuta, Raduciolu, Zola, Gullit, Maldini, Costacurta & Sauzee. You have full access to the European transfer market selecting from 3540 players with 35840 real parameters. Negotiate with teams and players about transfers, wages, bonuses and extras such as cars and houses. Deal with each player's own personality and their positive and negative traits.

Play in all the great stadia - Guiseppe Meaza, San Paolo, Olimpico, Luigi Ferraris, & Delle Alpi. Select from 64 (8 x 8) different and adjustable tactical approaches from man to man marking, playing a flat back four or a sweeper to doing a Jurgen in the box. Motivate your team using substitutes and placing troublesome players on the transfer list.

Compete in friendlies, League, Italian Cup, ECWC, UEFA and the European Champions League. Utilise up to 38 players simultaneously within the unique multi-user system. You can view or print out 13 different charts ranging from the standard league table to the most consistent player charts.

Juggle with your Lira, bring in your Stranieri, and become the Supremo Allenatore.

AVAILABLE FOR ALL 1MB AMIGAS NOW
AT 25.99

"Tactical Manager should satisfy even the most committed Fergie wannabee"
Amiga Format

"Each game played has a realistic outcome"
The ONE

"Penalty incident quite literally had me on the edge of my seat" - **The ONE**

"Tactical Manager is a very absorbing football manage simulation. Extremely involving. A great game".
CU AMIGA

LASTABILITY 96% PLAYABILITY 93%

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TEL: 0438 840003

GAMES CHART TOP TEN

HMV Games Level One

1. (—) **On The Ball** (Daze)
2. (1) **Kick Off 3** (Anco)
3. (5) **World Cup USA '94** (US Gold)
4. (4) **Beneath a Steel Sky** (Virgin)
5. (7) **Skidmarks** (Acid)
6. (—) **Tactical Manager** (Kompart)
7. (3) **World Cup Year '94** (Empire)
8. (2) **Sensible Soccer Int** (Renegade)
9. (6) **Arcade Pool** (Team 17)
10. (10) **Frontier — Elite 2** (Gametek)

GREMLIN RIGHT BEHIND THE AMIGA

The company which brought you *Zool* has relaunched itself — but it is still committed to the Amiga.

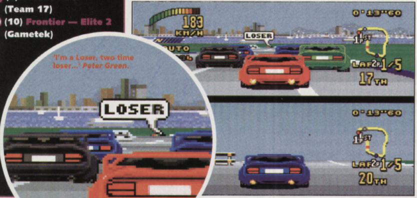
Sheffield crew Gremlin Graphics has changed its name to the rather swanky Gremlin Interactive and has also binned its six-year-old "rainbow" logo for something a bit less sort of *Magic Roundabout*-ish.

Part of the company's reasons for changing is its recognition that in today's marketplace, games have to be lavish and well-thought through, making them suitable for tomorrow's technologies. It also reckons Gremlin Graphics sounds a bit too 'Eighties'.

Although the publisher is planning forward for development on CD and the super-consoles, it hasn't forgotten the Amiga. Two CD32 titles *Litil Divil* and *Top Gear 2* are released this month, while *Top Gear 2* and *Premier Manager 3* are due soon on floppy.

Marketing director David Martin said: "The Amiga is still a very powerful market for us, and we're not going to abandon such a strong format. The floppy business is still good, and we've been pleasantly surprised by the extent of software sales on CD32."

One innovation which could be produced soon is the CD-3 concept for CD32 games. This is Gremlin's "three games on one CD" package, which has been tested in the CD-ROM sector. Martin says it might be extended to Commodore's machine soon.



'I'm a Loser, two time loser...' *Peter Green.*

WHAT IN THE WORLD

Liquidation? Pah! The Amiga's standing is so high it can still command its own show. For the incurable Amigaholic, the clock is ticking slowly to December when the World Of Amiga show opens its doors The venue is London's Wembley Conference Centre, and the precise dates have just been changed to December 9-11 (ignore any previous reports about November timings). Expect the event to be like an Amiga market, with plenty of opportunities to buy machines, peripherals and software.

The World Of Amiga show is something of a throwback to the old World Of Commodore days, and it shows once again the amazing durability of our beloved technology. Hopefully a revived and hungry new Commodore will be among the exhibitors.

FLICKS OFFER

Late summer cinema-going can save you money on games, thanks to a new promotion by Virgin, HMV and Odeon theatres. Virgin has produced 250,000 cards which you can collect from HMV stores and Odeon cinemas. Get your card stamped when you go to see a film and, once you've got three stamps, go into HMV to get a fiver off your favourite title in VIE's 85-strong range. Collect five stamps and claim a tenner off.

The offer lasts until October 10, and before then we recommend you see *The Mask* at least five times.

NEWS IN BRIEFS

- A complete arcade-style driving cockpit could become available for home users — if you can find somewhere to park it, that is.

There are no precise details on when the Megasim, which is touted by its makers as "the ultimate driving simulator," will be available but it should cost around £300. The whole thing was invented by Chris Batty, a 15 year old wannabee Michael Schumacher, who need something to do while he recovered from an operation. Beats doing crosswords, I suppose.

Apparently this king of peripherals will rock back and forth, recreating the sensation of being inside a real motor. You can swap the steering wheel for a joystick if you like, and sound system can be located anywhere in the unit.

- Sony Imagesoft and Propaganda Films are working on a game version of one of the year's most (allegedly) fascinating movies, *Johnny Mnemonic*.

Penned by William Gibson, the film is set in the bleak techno-dominated future it tells the story of Johnny, a data smuggler, who has information implanted into his brain in order to cross borders unnoticed.

The crunch comes when one implant threatens to kill him unless he downloads it within 12 hours. Brilliant story, eh? And just perfect for a game conversion, we reckon.

The film has yet to be released in the US, but it has been previewed at festivals to rave reviews. It stars Keanu Reeves (of *Bill and Ted* fame), although the Hawaiian-born hunk won't be in the game. But apparently 70s soul god Isaac Hayes will be! The fact that *Johnny Mnemonic* is William Gibson's cinema debut is sure to guarantee major interest, even if the film is a clanger. Which it won't be, of course.

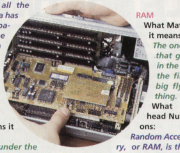
Sony has neither confirmed a release date, or which formats it will publish on. Pray the Amiga gets the nod.

HOW'S THIS WORK THEN, MATT?

You'll all be glad to hear that the management has told us to start including some technical information in our writing. Of course the only problem with this, is that apart from Spanner-head Nuttall, no one here knows anything. At all. So, we thought, why not get Matt to give a glossary of terms. And then we read his copy. Oh dear...

BITPLANES

What Matt reckons it means:
Old aircraft spelt incorrectly.
What Spanner-head Nuttall reckons:
Right, then. The A500 can display 32 colours, you see, which can be displayed using five binary digits, or bits. To get all the colours, the Amiga has to write five separate bits to the screen, which form five 'layers', or 'planes' each overlayed on the others. Hence, er, 'bitplanes'.



CACHE

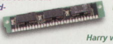
What Matt reckons it means:
That secret area under the floorboards where you keep a bag of wine gums for midnight feasts.
What Spanner-head Nuttall reckons:
Is there a Mr Leaning in the house?

HARDWARE AND SOFTWARE SPRITES

What Matt reckons it means:
Well, sprites are what you call the characters in a game (you know — 'nice sprites' etc.) but as for the hardware ones, er...dunno! A different flavour, perhaps?
What Spanner-head Nuttall reckons:
The Amiga has eight hardware sprites, which it can move around the screen without any slowdown. Commodore originally thought that eight would be enough (fools), but as games got more sophisticated, programmers began writing their own routines to display sprites, which are generally not as flexible as their hardware brothers.

50HZ UPDATE

What Matt reckons it means:
Something to do with how often the screen updates its picture. This is what Team 17 is always going on about, and it seems to make things looks smoother.
What Spanner-head Nuttall reckons:
Yep, it means that the screen scrolls sideways or up-and-down by one pixel every 1/50th of a second — or 50 pixels per second, which is the smoothest you'll get.



32 COLOUR SCROLL

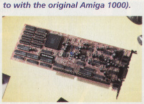
What Matt reckons it means:
Well it's pretty bloody obvious really, isn't it? You can scroll, only with 32 colours. Is that it?
What Spanner-head Nuttall reckons:
Yes.

RAM

What Matt reckons it means:
The one in TRON that gets killed in the middle of the film in the big flying tank thing.
What Spanner-head Nuttall reckons:
Random Access Memory, or RAM, is the memory in your Amiga which stores your games when you load them in. When you switch off, all the game data is lost, so, er, don't.

ROM

What Matt reckons it means:
RAM's brother.
What Spanner-head Nuttall reckons:
It stands for Read Only Memory, a type of memory in your Amiga that can't be overwritten. It stores the Kickstart operating system, which saves you loading it from disk every time you switch on (just like you had to with the original Amiga 1000).



BUFFER

What Matt reckons it means:
It's sort of like a cupboard, where you keep all your bits that are ready but not really needed just yet. Then, when you do sort of need them, you go to your cupboard and get them out. Also, Harry would like to point out that it's where Thomas The Tank Engine goes to bed.
What Spanner-head Nuttall reckons:
Actually, Matt, that's not a bad analogy. It's actually an area of memory which is used for temporarily holding data which is due to be printed on a screen, on a printer or stored on disk. But it could be a cupboard, if you like.

COPPER LIST BACKGROUND

What Matt reckons it means:
Sort of like parallax, only not really. If it isn't that, it's probably got something to do with the Police Criminal Register.
What Spanner-head Nuttall reckons:
It's a programming trick which you can use to easily display thousands of colours in the background on an ordinary Amiga — usually as a smooth graduation.

RASTER SCAN

What Matt reckons it means:
This is when large coloured gentlemen with big hair walk through the metal detector in an airport.
What Spanner-head Nuttall reckons:
Hang on, with big hair? Isn't that Steve Iles, from out of Arcane Software? Well, actually, a single raster scan is what your telly does to draw one horizontal line of the picture. It scans across the line, zooms back again and draws the next one down, zooms back again and draws the next one down, zooms back and...

DUAL PLAYFIELD

What Matt reckons it means:
Now I know this one, I think. It's to do with convincing the Amiga that there are two 'levels' on the screen; one up front, and one out the back. This way you can manipulate all your, er... front bits, while still being able to do things behind it.
What that Spanner-head Nuttall reckons:
Er, what Matt said.

ADVANCED GRAPHIC ARCHITECTURE

What Matt reckons it means:
It's all to do with the end of the Second World War, and the way in which a dead kipper reacts to warm water. You also have to take into consideration the amount of stairs in your house (that's the architecture bit), not to mention the fact that it's advanced. And graphic. Er... help!
What Spanner-head Nuttall reckons:
This is the new chipset that's used in the A1200 and A4000, which gives you more colours and higher resolution graphics to play around with.

POLYGON

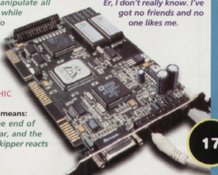
What Matt reckons it means:
Avoiding the rather obvious 'lost parrot' gag, I reckon that this is a nice shape, built up to create fast moving graphics calculated by mathematic manipulation, rather than sprite, er... moving.
What Spanner-head Nuttall reckons:
A lost parrot! Boom boom! Ha ha ha ha ha ha ha ha-aaaa!

BLITTER

What Matt reckons it means:
I'd say that this is probably, well, sort of something that's inside your Amiga that makes things work. Yes, I reckon that's about it. But of course there's just a small possibility that I really haven't got a clue.
What Spanner-head Nuttall reckons:
A 'thing' inside the Amiga that shifts blocks of memory around. Very quickly indeed.

CHEESE and ONION

What Matt reckons it means:
A particularly tasty variety of crisps that became popular in the late sixties. I think Walkers' are about the best going.
What Spanner-head Nuttall reckons:
Er, I don't really know. I've got no friends and no one likes me.



WIN! ONE OF 10 FOOTBALLS SIGNED BY SENSIBLE SOFTWARE!

And Kharine gathers the ball gratefully from Ubik's back-header. He kicks it out wide to Scooby Doo, who chests it down and passes it smoothly through to Batman. The Dark Knight, with now only Henry V and Attila to beat, weaves a cunning path around the flailing baby-murderers and heads for goal.

"It's a one-on-one situation between Bats and Saint Peter. Bruce Wayne's alter-ego uses his bat-like powers to lob the ball high over the short-arsed Angel of God, and surely that must be a goal... But wait! The heavenly host is quite literally levitating his soul! The ball has stopped in mid-flight, a good 60 metres up in the air, and the Saint's invisible life force pauses before floating it back across the half-way line.

"We rejoin the action as Boy George emerges from his deep position within Kharine's, ah, area, and picks up the ball. A sweeping, mincing pass through to Commissioner Gordon sets the huffing, puffing adulterer up the field. He shimmies past Parsley the Lion, swerves around Alan Hansen, and then puts the long leg of the law to good use, nutmegging the canonised mortal, and the ball gently caresses the saintly onion-bag."

And that, sadly, was the best tale that Andy could think of to write about our *Sensi World of Soccer* demo. Which given the fact that Wales are a bit crap at footy is not surprising. Can you do better? Renegade is giving you the chance to win one of 10 leather footballs, each signed by every member of Sensible Software! This exclusive prize could be yours 'cause we're unlikely to get more than 10 or so entries anyway, let's face it..

And all you have to do to get one is write a decent story about the game. Come with me to the How To Enter box yonder, and I'll explain...

HOW TO ENTER

Simply describe, in no more than 200 words, your greatest experience with our coverdisk demo of Sensible World of Soccer. It could be the build-up to your most excellent goal, the splintering sounds as you charge feet-first into another player's legs, or simply the best transfer deal you've pulled off. Whatever it is, make your story entertaining and, if possible, funny.

Write it as neatly as possible (extra marks will be given for presentation) on a piece of paper, place it in an envelope and send it to:

The Great Ball Giveaway, *The One*,
Priory Court, 30-32 Farringdon Lane,
London EC1R 3AU,

to arrive no later than October 28th.

The Editor of *Amiga Force*, and his creative minions, will then judge which ten entries are the most eloquent and well-written, and award the prizes of the superb signed footies. Their great leader's decision is final, and no correspondence

"Brilliant ... the apex of platform pleasure."
The One 91%
Ruff 'N' Tumble
Renegade

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Letters

Ho, hum. Once again it's time for the inevitable slag-offs from you, our beloved readers, all topped with a liberal sprinkling of condescending replies from me. If you fancy getting the same treatment then write to us at: Letters, 30-32 Farringdon Lane, London EC1R 3AU. And any particularly fab letters we receive will win a software prize. But judging by the fact that most of you are illiterate I think this is unlikely.

"THE ONE TEAM EXPOSE THEMSELVES"

Dear Sir,

Following your article in the August issue of *The One* entitled 'Liars', in which you rightly exposed some of the whoppers told by software companies to promote flaccid or inadequate games, I feel it only just that *The One* team expose themselves.

Having quickly become tired of hearing the words "Okay, now what?" spoken by the overweight Prince of Valhalla, I (and doubtless others) purchased *The One* in order to read all those lovely *Valhalla* tips advertised on the front cover.

What did I find inside? Nothing. Not so much as a sniff of a clue. Nowt but the smell of pork-related meat products and the knowledge that 'hot pants' Simes has splashed his whopper all over the front page. From now on I'll read my copy of *The One* in the newsagents like everyone else. Probably.

Cheers,
A H Denny.

Er... yes. Sorry about that one. The cover is actually designed in the middle part of the schedule, usually two weeks before the magazine goes to press, so that we can put adverts in proper magazines like CU Amiga *and* CVG. *Although we were promised the tips for that issue, due to one reason or another they never materialised so some other hints and stuff were hastily copied out of another magazine and used to fill the space. In the resulting panic to "fill the pages with any old crap" (as it's known), the offending word wasn't removed from the cover and so although we said on the front of the magazine that the tips were inside, er... they weren't. We were intending to put an apology in the last issue but due to Andy "forgetting", er... we didn't. Sorry. Once again.*

What concerns me most, though, is your threat to "read my copy of The One *in the newsagents like anyone else". Surely you must realise by now that the average* The One *reader has trouble understanding words longer that 'the' and 'but' , and if they know the meaning of the word 'house' and are able to scribble a simple line drawing representing such a dwelling then they're probably in possession of a couple of A'Levels and a degree or two. Nope it's the parents who have to stand in the newsagents reading* The One *to their kids. Everyone else just nicks the disks. I know I would.*

"COCKS AWAY"

Dear *The One*,

This the first letter I have ever written without saying "they probably won't read anyway." So you better bloody well print it.

Right, down to what I have git to say (notice the spelling mistake?). Firstly, I'd like to complain about those sad, very sad, gits who keep on writing in to complain about spelling mistakes. I found the one where you printed 'cocks away' instead of 'chocks away' very funny (*yes, so did my boss — although he was pleased that we didn't miss a vowel from the word 'count' — Simon.*).

My second and final complaint is about a certain Scottish git who goes around with a sad name such as André. He's probably some saddo who actually likes PD games.

Anyway, that's I've got to say, so çiao for now. Lots of love,

Tom Flannery,
Bircotes.

GIT OF THE MONTH

"STOP DRIBBLING"

Dear *The One*,

You can't spell.

I just thought I would send you a few paragraphs of pointless sarcasm.

Firstly, I'd just like to state that you are all complete buggers, sods, steaming turds and toilet seat sniffers.

I have no doubt that you will think up a brilliantly witty reply to that remark (you snivelling festering baboons' bottoms) BUT nevertheless, I will say that your sense of humour is very funny (sometimes) and I believe it is wasted on you because you are all epileptic twiglets. And Niffy Nuttall resembles the slightly irate chappie from the Pepperami advert.

Enclosed is an snapshot of me at home. Stop dribbling — I know I'm as handsome as you. As you'll see. I've signed it. I hope you'll treasure it forever.

Secondly, I will just say as a friendly piece of advice, will you stop f*@!!?g underrating great games. For example, I happen to think that *Cliffhanger* is a superb game. I have an acquired taste and have found *Cliffhanger* is an immensely fun game. I have completed it 3 times and I still enjoy playing it on my A1200. So can you place your reviews firmly up your cheesy, eggy back passage?

Good luck in your sick swallowing competition,

Daniel Hobbins,
St. Johns.

If you thought you'd send us a few paragraphs of pointless sarcasm then why enclose this load of waffle? Was that brilliantly witty enough? It should be — I nicked it from someone funnier than me.

Separated at birth?: A camel (*left*), and Daniel Hobbins (*right*), our extremely funny and attractive git.

"THE ONE HAS TRIED HARD TO BE FUNNY"

Dear *The One*,

For countless years (well, at least two), I have been in mourning. I' have worn black every day. I have sulked occasionally.

The reason was a death. The death of that most excellent journalistic work of art: *Zero*. Sob. *The One* has tried hard to be funny and has succeeded in many areas. Others nonce around saying that the style of humour is "childish and puerile". So what? It's amusing. And games, games, games, makes Johnny a sad boy. *The One* has yet to top the 'kangaroo in the top paddock' style of *Zero*, but it is close. Thus, I am returning from exile. Ex-*Zero* readers tremble, cos I'm back. You will soon know why. Hehehe.

Ludwig Ledbury,
Wantage.

P.S. By the way, congrats on the occasionally sneaked-in swear word. It makes the mag more 'human'. If Mr. J. Snodgrass complains cos his 12-year-old son reads the mag and must not learn rudeys then tell him to 'slang-word-for-sexual-intercourse-off' and read *Bunty* or something.

Just because you were a regular guest in Zero, *doesn't mean that you can come in here with your fancy ideas and stupid jokes. Actually, as you can see, it does. In fact anyone who knows what the words 'puerile' and 'pants' mean is welcome here.*

"I COMPLETELY DESTROY MY FRIENDS"

Dear Mr. Byron,

After looking at your status in the Sensible Soccer Fantasy (surely you mean 'Fancy'? — Legal Dept.) Football League, I noticed that you haven't lost a game and only drew the once. So I have decided to challenge you to a game of *Sensible Soccer* as I believe I could — how should I say? — 'kick your rear end in' at the game as I completely destroy my friends at it and the computer doesn't really stand a chance against me.

So far I have won every league I have played against the computer, not forgetting all the cup victories I have had, so I would like to add you to my list of beaten teams.

I would play anyone else at your magazine but the record states that you and your Gotham Park Rangers are the best.

Your ass is mine at *Sensible Soccer*. So, Mr. Byron, don't be afraid — be very afraid.

Damian Haigh,
Bridlington.

Well, Damian, you'll be interested to hear that you're not the only reader who reckons he can take my trousers down in a game of Sensible Soccer. *I, however, don't rise to such pathetic challenges. Oh alright I do. Come on then you scruffy little Herbert. You're crap at Sensi — just ask anyone. I'm the World Champion . And I am Sensi God. Hahahahahahaha. Ha.*

"COLLECT THE MOST POWERFUL HOSE"

Barry Muir

1) C) Old git
2) B) Shropshire
3) B) Run to the nearest fire station, collect the most powerful hose you can find and spray each gremlin with as much water as possible.

Telford.

What is this, then? A shopping list? It can't be a competition entry because it wasn't on the back of an envelope or a postcard and it certainly didn't have the name of the competition on the front. You must be totally bonkers.

"THE RICH, CREAMY AND DELIGHTFUL SMELL"

Dear *The One*,

I just wanted to say your mag smells of spring onions. I'm telling you — it does! Right, everyone, just stick your nose right in the middle of these pages and take a good long sniff. SNIIIIIIIIIIIIIIFF! See, what did I tell you — spring onions! My newsagent refused to order my copy of *The One* because it always fills his shop with the odour of spring onions. No-one will go into his shop apart from the little old lady who lives in a shoe. If you ask me, I reckon she gets a buzz from the stench. But not me. It gives me a sore head. I have to take a break every second word from reading your mag just to clear my head. It's terrible! A suggested smell would be the rich, creamy and delightful smell of a hospital. Mmmmmm.

I'd just like to end in saying: Rumplestiltskin. Your friend,

Jock McJimmy,
Cheesy Wotsitland.

Okay, Chris Hyde from Edinburgh (for that is your real name), what I want to know is: what on earth were you doing sniffing the pages in the first place? Don't you know that kind of behaviour rots your brain and gives you cancer?

"YOU SAD ACTS OF ALIEN ACID BLADDER REMAINS"

Dear *The One* (and only),

So Colin Brown, Sales Curve's Operations Manager (the September issue, page 30, caption 'circle'), reckons the guys who are creating *Cyberwar* are sc-fi buffs, hmm? The number of the Nostromo ship is LV426?

WELL WRONG!! YOU SAD ACTS OF ALIEN ACID BLADDER REMAINS.

The title LV426 is the name given to the *PLANET* where Ripley first encounters the Alien and then later returns there to confront the Alien Queen.

So naw-naw, naw, naw, naw!

Game over man.

Julian Smith,
Sheffield.

P.S. I've seen *Alien/Aliens/Alien III* 65303933 times and my video tapes are worn through.

Yeah, but what's Sigorney's Weaver's bra size?

Er... sorry about that. But, as you'll find out from the numerous crap 'pants' jokes we've gone quite immature this issue. I can only apologise.

Questions...

It's the part of the magazine where you ask us any questions that may be troubling you which we endeavour to answer. Or make things up. There hasn't been that much response so far, so get those queries in sharpish!

Dear *The One*,

1) I have *The Lawnmower Man* on video but I have not found the computer game. When will it be out and where do I get it from?
2) Can I create stereograms on *Deluxe Paint IV* — if so, how?
3) Are computer effects as used in *The Mask* and *Terminator 2* created on an Amiga?
4) What is the meaning of life?

Ben Somers,
Cambridge.

1) *The* Lawnmower Man *is only available on PC CD-Rom, but its sequel,* Cyberwar, *will be out for the CD32 in October. Apparently.*
2) *No, although EA may release an add-on sometime in the future. (I made the last bit up, by the way.)*
3) *Apparently, the TV series* SeaQuest DSV *employed powerful Amigas with video toasters to create some of its effects. High-budget movies such as* The Mask *and* T2 *use powerful Silicon Graphics machines. Or 48k Spectrums.*
4) *Pants.*

Dear *The One*,

I thought I'd be the first to write in and ask the following questions.

1) Why do Simon and Andy look so alike?
2) Why does Mirage always push back the release date of *Rise of the Robots*?
3) How comes England are crap at all sports?
4) What is the game's name: *Kid Vicious* or *Kid Chaos*?
5) Why in the September issue of *The One* does the Contents page say *Frontier 3* when it is in fact a review of a crappy football game? It's the same where it says *Street Fighter 3* when in fact it's a solution to *King's Quest 3*.
6) Who shot J.R.?

Joe Duyer,
West Bridgeford.

1) *We don't... Andy has four boggle eyes and I, okay... next!*
2) *It's inevitable with a project that size, but the end is almost in sight — we hope.*
3) *Who says?*
4) *Kid Chaos — why don't you try reading the magazine properly before writing in asking daft questions?*
5) *It was supposed to be a joke. Had you take the time to read the Contents page you would have notice that we were lying about everything that issue. But, in your defence, you weren't the only person to moan about these 'gags' — we even had one irate git ring up saying he'd bought the magazine on the strength of the supposed one-page review. Oh dear...*
6) *Kristen (the cross-eyed one) first, and then Sue-Ellen.*

Dear *The One*,

1) Will *Ultimate Body Blows* (CD32) be coming out on the A600?
2) Is Domark going to make another *Championship Manager* because I love them and I'm brilliant at them.

Lucan Biggs,
Gosport.

1) *No.*
2) *Yes — there's a data disk out now and there'll be a brand new* Championship Manager *out next year — though it'll probably be A1200-only.*

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A LOAD OF OLD BULLFROG

In eight years, Bullfrog Productions has grown from a three-man outfit to a 40-strong programming army, and yet they've still produced just five games. Andy Nuttall visits a rainy Guildford to chat with the man who invented the God-game, Peter Molyneux.

How did Bullfrog begin?

Peter: I started off writing a database program called Acquisition, in the early days of the Amiga. I was intending to do it on the PC, because it was heralded as the business machine to own, but then because of a mixup I got an Amiga by accident. The company wasn't called Bullfrog then, it was Taurus — as in the bull — and there was another company called Torus, who produced network software. One day I was invited down to Commodore, because they sent the invitation to the wrong company. And the rest is history.

Have you always been based in Guildford then?

Peter: Yes — in the slum area of Guildford, which consisted of about three houses. I don't think that many people came to our original offices, mainly because they were so rubbish — I mean, they were smaller than this [motions around the small-ish room we're in]. We were right on the top floor of this crummy old dilapidated building, and we were producing business software. And when you're making business stuff you've got to give the impression that you're a professional software house.

Between us and the ground floor lived this old-age pensioner called Kath, who's now sadly dead. She had severe senile dementia, and because of that she would never recognise anybody who came up the stairs. It was rather like having this weird skeleton in your cupboard, you know — to have this old hag appear round the door just as you were bringing a journalist up.

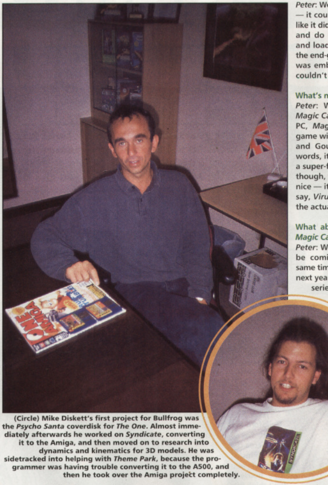
At one time I remember she went completely bonkers. We had these Japanese clients in, just after Populous. It was a really important meeting, and the Japanese are sticklers for that sort of thing. Kath appeared at the top of the stairs with her mop, and beat them out!

I can still remember the screams of pain from her as she got her piles treated. It's very hard to hold a serious face while you're trying to sell a database product, when you can hear a nurse's voice emanating from below: "Now Kath, bend

Above; Peter Molyneux is the head of Bullfrog Productions, an excellent raconteur and the owner of a huge house in a distinctly un-seedy side of Guildford (with an indoor swimming pool, along with snooker and pinball tables and everything). He's got a damned fine car, a gardener, tennis courts, acres of garden, and to cap it all, he came a respectable fourth in our Brainy Programmer feature last issue. Git.

(Circle) Glen Corpes (pronounced: core-pez, apparently) has been with Bullfrog for about eight years. He drew all the graphics for *Populous*, while Peter Molyneux programmed, and as a two-man crew they produced the entire game. Since then Glen has concentrated on programming, and produced the game engines for *Powermonger* and *Populous 2*, among others. He's currently working on the game engine and map generators for *Magic Carpet*.

Left; Peter's aim with Bullfrog is to produce "the most visually strong, technically complex, but ultimately playable games possible." As can be seen with all games to date, he's also insistent that all his games should be real-time and intelligent, so that a complete world can evolve independent of the player. Because, as he says, "Why should your world die, just because you get up to make a cup of coffee?'



(Circle) Mike Diskett's first project for Bullfrog was the *Psycho Santa* coverdisk for *The One*. Almost immediately afterwards he worked on *Syndicate*, converting it to the Amiga, and then moved on to research into dynamics and kinematics for 3D models. He was sidetracked into helping with *Theme Park*, because the programmer was having trouble converting it to the A500, and then he took over the Amiga project completely.

over. The nice doctor's trying to Vaseline your piles." We had to get out of there as soon as possible.

So where did you move to?

Peter: The business park. We had a small unit just around the corner from here, which wasn't totally successful either. It was a small business unit, and it had loads of small offices all next to each other. The first day we were in there we left a window open, and burglars got in and ransacked not just our offices but the others as well. So unfortunately we started off being hated completely by our neighbours.

It was very hard, because I don't mind people messing around in the office, after work and stuff. We used to have skateboarding competitions down the corridors, and there was one fad with these little pellet guns, played around the business park. And there were these other businesses trying to do serious work, and us doing barrel-rolls and trying to shoot each other. We were asked to move, eventually, so we moved to another unit nearby.

Is there an emphasis on fun at Bullfrog, then?

Peter: Yeah, absolutely. If you're writing games, then what's the point of making it look like a proper business? People always work better when they're enjoying themselves, so we encourage it. It's harder with 40 people now, though, because if we have a gun battle then it becomes a really serious affair! If you'd told me five years ago that I'd be running a company with 40 people, I would have laughed at you. I haven't got a bloody clue what I'm doing running a company! I haven't the first idea. It's all guesswork. But it is enjoyable.

What do you look for in a potential employee?

Peter: Simply, the only reason to take them on is if they really want to write games. That's it. Programming isn't that skillful, really. I mean, you get really clever, fast programmers who produce really small efficient code, but produce crap games. I'd rather have a programmer who doesn't produce quite so efficient code, not quite so quickly, but writes a brilliant game. That, to me, makes much more sense.

Anybody can learn to program, anybody, within a week. But, it's like learning a foreign language — just because you know the language, it doesn't mean you can write poetry in it.

Were you into games even when writing your database?

Peter: Oh, yeah. Sadly, [laughs] I've just got a Spectrum and Commodore 64 emulator for my PC. I played an old game called *Mule*, which I always remembered as one of the best multi-player games ever, and it's still amazingly good — crap graphics, but brilliant gameplay.

There's a lesson to be learned there — because when programmers used to do everything themselves they had to concentrate on the gameplay first. There were just two of us working on Populous, for example: myself and Glen [see picture].

So, presumably, if you produced *Populous* now the game would be significantly different?

Peter: Well, it wouldn't look like it did — it couldn't get away with looking like it did. We'd need to add an intro, and do some end-game sequence, and loads of stuff like that. I mean, the end-game sequence for Populous was embarrassingly bad — and we couldn't do that now.

What's next for the Amiga?

Peter: We're maybe going to do *Magic Carpet* for the A1200. On the PC, *Magic Carpet* is a superb 3D game with texture-mapped graphics and Gouraud shading — in other words, it looks brilliant, but it needs a super-fast machine. On the Amiga, though, the landscape won't look so nice — it will probably be more like, say, *Virus* — although every part of the actual game will be in there.

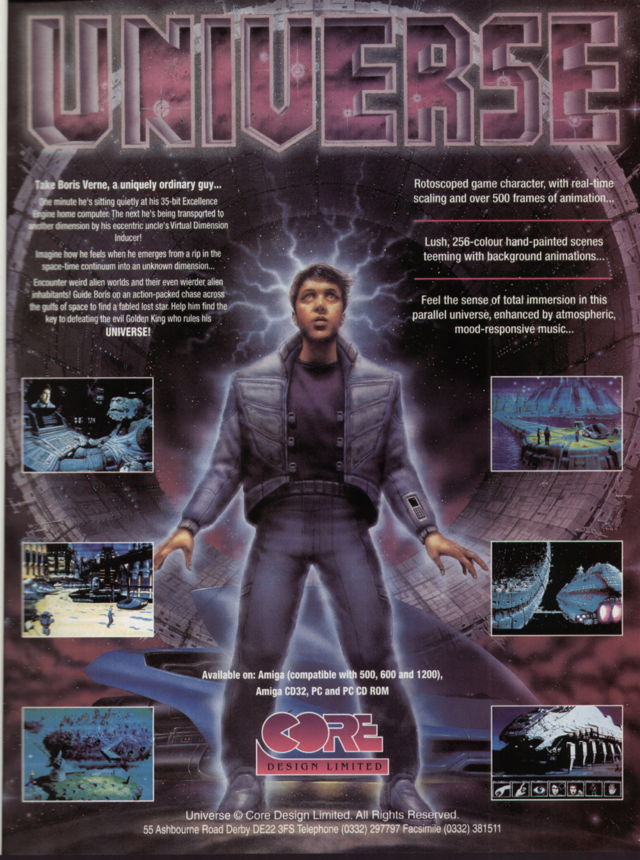
What about even further on than *Magic Carpet*?

Peter: Well, *Biosphere* will definitely be coming out on Amiga, at the same time as the PC — around March next year. It's essentially in the same series as *Theme Park*, but this time you get to run a team of genetic and planet engineers, who modify planets for shiploads of colonists. Unfortunately for you, the colonists are generally hairdressers and telephone engineers, (Golgafrincham eat your heart out?) so when they get there they're pretty useless — and they'll probably be eaten by the dinosaurs. So you have to protect them.

Lastly, if you were the boss of Commodore, and another company bought you out, what would you do for the Amiga?

Peter: The Amiga cannot win the technology race. Against Nintendo, Sony and Sega, whoever buys Commodore out can't possibly win technology-wise. The PSX, for example, is awesome in terms of its capability. The only one major advantage that the Amiga's got against all these new machines which are flashier and faster — and maybe cheaper, even — is that it's got a keyboard.

So, if I was them, what I'd do is shove the fastest 68000 in there that I could, shove the fastest Blitter [see page 17] in there that I could, and as much memory as I could get away with, and then undercut the price of a PC. It's still streets ahead of the PC in terms of friendliness.



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CAUTION! WORK IN PROGRESS

No space for a 'proper' WiP Intro this month — we've got too much great stuff to cram in! Over the next few pages, expect to find the most in-depth previews of the games you want to read about, kicking off with Matt Broughton's hilarious look at one of Ocean's forthcoming EA licences.

CHOPPE IN THE MIST

JUNGLE Strike
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AND HYPERIAL SOFTWARE

D*esert Strike* was a bit of a Mega Drive classic in its time and, fortunately for us Amiga owners, it managed to survive the journey over to our house where it did equally well for itself. In but a few months *Jungle Strike*, the sequel, will be upon us, and should be gracing our screens in a 'helicopter-flying-round' sort of way before you can say 'bug testing' and 'putting it all together'.

Hyperial are the lucky development team to have been tasked by Lord Ocean to produce this fine conversion, and Stuart Johnson, one of the Ashborne-based company's partners — not to mention being *Jungle Strike*'s senior programmer — agreed to a bit of a chin-wag with my good self. So, I ask, what should we expect from the man?

"Well I've tried to keep this conversion a lot more faithful to the original than *Desert Strike* was. What I really wanted was to make it smoother than the original Mega Drive version, taking the jerkiness out of it. The idea was to get it running as smoothly as possible so you could just get on and play it without anything catching your eye and irritating you — which was my biggest criticism of the Mega Drive version."

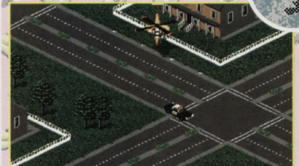
The main problem the team initially faced was the size of the game. When they first started the conversion, all of the files they received arrived in Mega Drive format; Mega Drive Maps and Mega Drive blocks. Stuart started by writing some packages that allowed him to view it all on his Amiga, and then to convert it into usable maps. After their first conversion attempt, they ended up with over two thousand blocks to generate a map, very nearly filling the machine, so the team had to concentrate on getting it all into some usable form for the artist to then convert and bring down to a more sensible number of blocks.

PROJECT: Jungle Strike
PUBLISHER: Ocean
DEVELOPER: Hyperial; Stuart Johnson (senior programmer/partner), Dave Garrison (artist/partner), James Hawkins (producer — Ocean).
INITIATED: March 1994
RELEASE: October 1994

"We've done our best to pick the graphics up," Stuart explains, "Some levels have come up really well, while with others the best we could do was keep them the same as the original. The main problem with converting from Mega Drive hardware, is that it uses 8 x 8 blocks, and with its facility to flip and direct, it's able to fit a lot more blocks in. We've had to compromise by redrawing the structures to use the Amiga's 16 x 16 blocks instead, and though in some areas we've been able to improve on it, it's taken detail away in others."

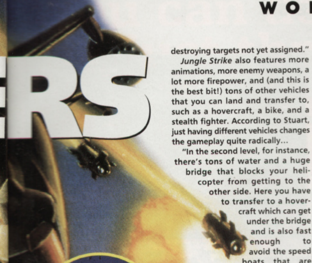
Fitting it all into the Amiga hasn't been too big a problem with the A1200, but the A500 version has had a few corners cut. "Mainly it's the graphic detail that's been compromised, but I can't really take out too much in the way of sprites without affecting the game. The speed will be preserved by reducing the bitplanes which will obviously speed up the drawing process, and if my calculations are right, they [the versions] should come out about the same speed. It's really just been bigger than I expected overall. I knew it was big when we took it on, it was just sitting down and looking at the size of everything; the size of blocks, the size of maps — everything. On average, each level's got three to four hundred enemy sprites, six to eight graphic blocks in the background, all of which change when destroyed to be replaced with explosions, rubble and craters."

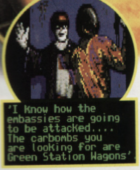
Stuart managed to avoid loosing anything from the original in terms of gameplay and sprites, but he had to compromise with some of the buildings by sharing blocks. "Originally, every single building for each level had its own blocks, and we just



I've just realised that considering I'm writing about a game called *Jungle Strike*, there aren't exactly a plethora of screen shots containing anything vaguely jungle-like are there? I did however manage to find a couple of nice trees to show you in Washington DC. I also found a police car and some luvverly houses. I hope you enjoy looking at them as much as I enjoyed taking them. Thank you.

RS




'I Know how the embassies are going to be attacked.... The carbombs you are looking for are Green Station Wagons'.

Stuart has tried to present the mission information in a more interesting way, so rather than just having a text briefing, has used a number of cut scene graphics to gradually give the player more and more info as it becomes necessary. Here, rather than just being told to attack the green station wagons at the start, you get to beat up a prisoner first. Er...great!

couldn't have that. The overall effect isn't different, but if you sat them side by side you'd see that they're not exactly identical. It doesn't make any difference to the game, it's just purely aesthetic."

OVER HERE

So what did Stuart think of *Jungle Strike* when he first saw it?

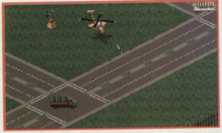
"When I was first given it to look at I thought it was just 'okay', but then I started to get into it, and a few sleepless nights later I was well impressed. It's still in the mission-based mould, but there's a lot more thinking in it — you're given missions to complete and in some cases you have to finish one to activate another. Quite often, if you head into missions the way you're told, you'll get into all sorts of trouble, whereas with a bit of lateral thinking you can find ways of making the missions easier — doing things you weren't briefed to do, such as changing vehicle, or moving up and destroying targets not yet assigned."

Jungle Strike also features more animations, more enemy weapons, a lot more firepower, and (and this is the best bit!) tons of other vehicles that you can land and transfer to, such as a hovercraft, a bike, and a stealth fighter. According to Stuart, just having different vehicles changes the gameplay quite radically...

"In the second level, for instance, there's tons of water and a huge bridge that blocks your helicopter from getting to the other side. Here you have to transfer to a hovercraft which can get under the bridge and is also fast enough to avoid the speed boats that are after you." Phwoar! I'm excited already. "In another mission, The River Raid, there's a stealth fighter which has got tremendous firepower, no problems with fuel or weapons — just a never ending supply — and goes very very fast. You've got variable height, so you can come in for low-level attacks and high-level attacks, ducking under things. For each event it's down to you to work out which vehicle is going to work best — how to approach it, and how to attack it."

OVERHEAR

Jungle Strike has much more in the way of mobilised enemy forces, with tanks trundling around after you complete with independent turrets that aim at you as they drive around. The water levels feature huge submarines, and speed boats that whiz about, while the standard levels include such beauts' as terrorist-filled trucks that drive off and have to be chased. I ask Stuart what level of intelligence to expect from these fanatical chappies.



As in *Desert Strike*, your trusty helicopter comes complete with its own supply of Hydra and Hellfire missiles, not to mention an unlimited amount of chain gun ammo. Needless to say that the larger the target, the more firepower you'll need, which, unfortunately for this truck driver, means that the Hellfire currently winging its way towards him should 'give him a few problems'. Bye bye baby, baby bye bye...

"Well code-wise they're pretty stupid. It's not a hyper artificial intelligence — they're all following preset paths and destinations — but the way they're worked out within the actual gameplay gives a 'good impression to the player — their aiming is very good, etc. It's hard to explain, but the way the paths are set, it would appear to the player that it's doing something interactive towards you." And what about the ever-popular cannon fodder, the naughty snipers?

"Yes, there are hundreds of little men, all with different jobs. They run around, wave at you, jump up at you, try to get picked up. The snipers sometimes sit down, sometimes run across the ground after you — again preset in their individual ways..." And sometimes get shot? "Er, yes."

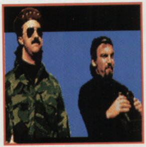
> **"I've tried to keep this conversion a lot more faithful to the original than Desert Strike was."**
>
> **Stuart Johnson, Jungle Strike's Senior Programmer.**

The helicopter has its own intelligence as far as the use of winch and ladders go, automatically selecting and collecting ammo, fuel crates or prisoners, as it detects their presence. "You've still got the skill of lining it up, but there are affecting factors, such as which co-pilot you've got. There's also a pick-up in the game which speeds up the winch collection."

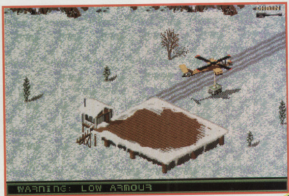
OVEN FEAR

Hyperial has made a number of changes during the conversion, trying to make every aspect of the Amiga game as attractive and useful as possible.

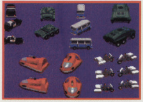
"There are cut-scene animations for each level, showing each task within each mission. There are also the pop-up windows, which I hope I've improved from the original Mega Drive game. Before, it just flashed up on the screen to check your status — which I found was very easy to ignore — often leaving you wandering around aimlessly because you don't know what you're doing. I've now made it so that as soon as you pick up the



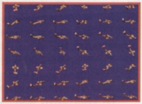
This is the git of the plot, the evil Ibn Kilbaba (on the left). He's actually the son of the *Desert Strike* madman, though apparently more completely ruthless than even his father was. Suffice to say, you'll be wanting to put a missile up his bottom as soon as you possibly can. And no mistakin'.



Er... bloody hell eh? Snow — can't live with it, can't live with it. I don't know. If I had a penny for every time I've had to sweep off this landing pad, I'd have £7.63. Has anyone seen my long johns?



They promised you more vehicles, and more vehicles you've got. Here are just a few of the new toys you can play with, including hovercraft, motor bikes, tanks and, most importantly, a nice little VW van so that you can go on holiday to places such as Devon and Cornwall. These weekend breaks might not make it into the final game, though.



Though a few graphic shortcuts have been taken with the conversion of *Jungle Strike*, Hyperial has managed to keep in all of the main helicopter animations. This leads to a much smoother movement than in *Desert Strike*, and, what with the faster scrolling, gives a much more playable end result.

agent or the spy on the first level, a sliding window scrolls up right in front of you with all the important information in there as soon as you need it. Hopefully this will make the stuff that's important more clear. It also looks nice as you get a graphic of the prisoner or whoever telling you something very important to the game."

So now that Stuart's nearing the end of the project, what part of the programming does he feel most proud of?

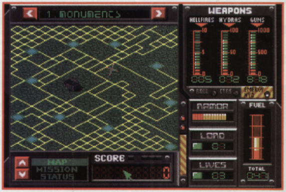
"I'm most chuffed with getting the priority right so that things can go behind buildings. At first I thought it would be no problem, but then, sitting down and working it out, the size of the helicopter meant that it wouldn't use any of the Amiga hardware or the hardware sprites in fact. The whole scroll — all the helicopters, the engines, everything — are all software, and the priority masking that makes it go behind buildings is also all software. I was unable to use the hardware without cutting down the size of the helicopter, which I didn't want to do. That caused a few problems until we hit on a solution that didn't slow it down too much."

What Stuart actually did was to make clever use of the graphics, explaining very specifically how he wanted things organised in memory, using the actual colours for the masking and then cutting up the helicopter image before pasting it on screen. That had to then be done with its shadow, the rotors, the body, the winches, etc.

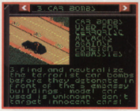
"Looking back it's quite simple, but at the time it wasn't working and I'm quite proud to have sorted it out. We did think of letting the enemy sprites do this as well [move behind buildings], but considering the situation only arises a couple of times in the entire game, it didn't seem worth risking the speed. On the Mega Drive it was all automatic, every inch of it was a sprite in its own priority, and the hardware sorts it, so there was no consideration for that when the game was originally designed."

So what's next for Hyperial?

"We've got some projects in the pipeline, it's just a question of what we commit ourselves to. I've got some holiday I plan to take first." Well, considering Stuart's been working flat out on *Jungle Strike* for seven months without a break, I don't blame him. Anyone for a nice plate of chopper?



As you can see, the map and information screens have remained much the same in format, only looking a lot prettier now. You have more to look at as far as read-outs go, and also have access to ye olde database, filled with all the latest gossip and news (inset). As you can see, the maps are comparable to those in *Desert Strike*, with multiple targets (i.e. lots of things to blow up!).

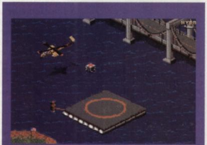


3. CAR BOMBS

CAR BOMBS USED FOR TERRORIST ATTACKS AGAINST FOREIGN EMBASSIES

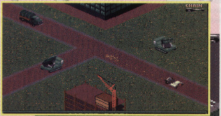
3. find and neutralize the terrorist car bombs before they detonate in front of the 3 embassy buildings. model car used is unknown. don't target innocent cars!

'Hang on!' I hear you shout, 'Where's the chopper gone?'. Well folks, cast your eyes into the bottom right corner and you'll see your good self riding the latest in motor bike technology — complete with big chain gun. Of course, there's no room for your co-pilot, so he'll just have to stay in the 'bird'. Don't forget to leave the windows open a bit or he'll suffocate.

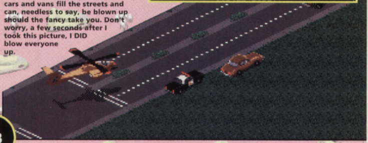


MORE SCENARIOS THAN MOST

Whereas *Desert Strike* was (as the title would suggest) entirely in the desert, *Jungle Strike* (as the name wouldn't suggest) moves across a number of scenarios, including water levels and snow levels. Apart from being a visual treat, this also leads to a wider variety of enemies to deal with as, for instance, tiny speedboats hassle you as soon as you get near water. Groovy stuff, eh?



Phwoar! It's just like a James Bond movie, isn't it? Having more enemy vehicles in the game gives *Jungle Strike* a less 'lonely' feel than *Desert Strike* had. Civilian, police and army cars and vans fill the streets and can, needless to say, be blown up should the fancy take you. Don't worry, a few seconds after I took this picture, I DID blow everyone up.



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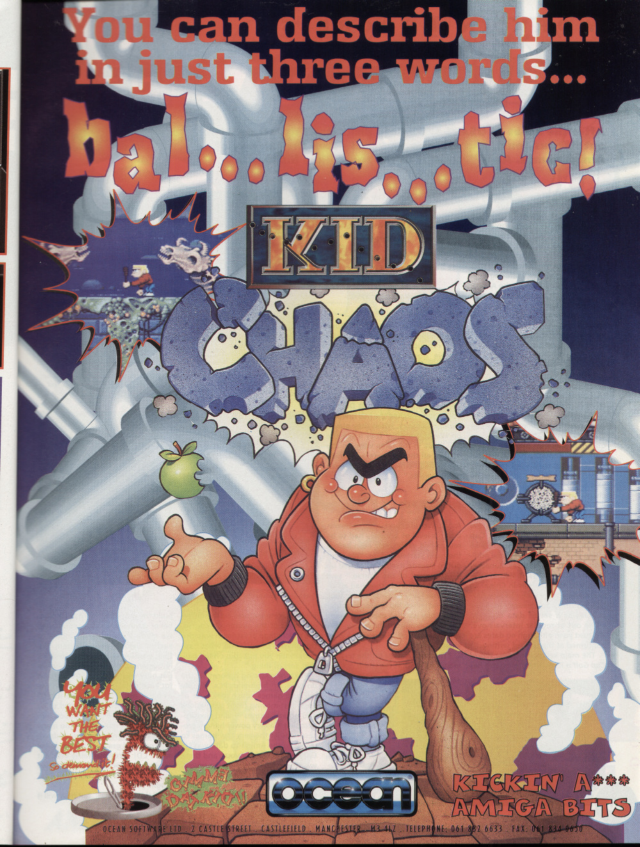
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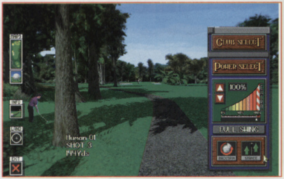
DOWN TO A TEE...

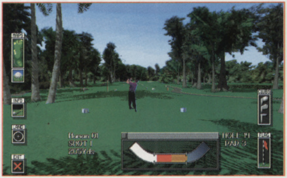
Part One

After the ashes of USA '94, US Gold picks itself up, straightens out its plus-fours, and drives a new ball down the fairway of Amiga games. Andy Nuttall is in the rough (like his hair).

PROJECT: World Cup Golf
PUBLISHER: US Gold
DEVELOPER: Arc Developments:
Gary Tonge (Lead Artist);
John Smedley,
Lee Davies (Lead Programmers)
INITIATED: January 1993
RELEASE: November 1994



Look at the size of those trees! Yeah, so the PC's got speed and full-colour graphics, but when you see li'l old CD32 matching it pixel for pixel, it fair brings a tear to your eye. No, it really does.



Hyatt Dorado beach, yesterday.

The first of two golf games to be WiPped this issue is the official *World Cup Golf* licence from US Gold. Following directly on from the same company's *World Cup Soccer 1994*, you would be forgiven for assuming that the two form the beginning of a series of World Cup games, featuring popular sports simulated on the Amiga.

But this isn't the case, apparently. "I think US Gold would like to be seen as the producer of high-profile sports sims — *Winter Olympics* and so on — but that's as far as it goes," says Steve Hickman, the producer of *World Cup Golf*. "We've acquired the rights to the *World Cup Golf* events in both 1994 and 1995, which has given us the chance to produce a golf game which is better than anything currently on the market."

Highly commendable. However, obviously Ocean has got similar ideas, as you will note from the second golf game on page 38. World Cup Golf, though, has a distinct advantage: it contains models and accurate simulations of courses on which you'll probably never get the chance to play.

"For the moment it's an extremely accurate simulation of the Hyatt Dorado course in Puerto Rico," Steve continues, "where the World Cup will be played this year. We're also going to release at least three additional *World Cup* Courses: Runaway Bay in Jamaica, Mission Hills in Thailand, and Mission Hills in China. So there'll be a huge range to play." US Gold is likely to release the extra courses as a set of data disks, to come out at regular intervals over the next year; although no dates are confirmed at the time of writing.

The main selling point for *World Cup Golf* is its accuracy: the team has spent a large amount of time painstakingly measuring the course and rebuilding it on computer. "We've gone about this in two ways," Steve explains. "We've got the topology of the course — the curves, the bumps and mounds — perfect. For example, if someone has actually played a green at Dorado Beach and watched the ball break in a particular way, when they play it on *World Cup Golf* they'll see the ball break in the same way. On top of this, all the trees are accurately positioned, which makes it even more realistic."

SILICON FOLLY

As you would expect, a game involving this level of accuracy had to be researched extensively even before the team started coding. "We went out to Dorado itself, and chased up a full survey of the course," says Steve. "Fortunately they had a survey done fairly recently, so we took that and converted it into computer data. Then we took over a thousand still photographs of the course, over a two-day period, along with a lot of video footage.

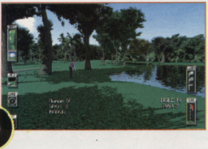
"The photos were for the texture-mapping, so that we could achieve very accurate textures on the different areas of the course. Of course, the other stage of research was into the physics of golf, and what happens when you put spin on the ball, that sort of thing."

Texture mapping is normally the domain of high-end PCs, simply because games which make use of it are fast-moving flight simulations and arcade games — and texture-mapping is a very power-hungry process. One of the very few games to use it on the Amiga to date was US Gold's *Legends of Valour*, and there was mixed feelings about the results.

In a surprise move for a golf game, the data for the entire course was entered into a Silicon Graphics workstation, which was then used to build the graphics. "We have a number of stand-alone workstations, and we made a complete 3D model of each individual hole on them. We then positioned what are, effectively, cameras around the hole, and we get between 300 and 500 pictures for each hole — which we then use as backdrops for the game itself."

World Cup Golf is destined to be yet another CD32-only product, simply because it would take too many disks to release on floppy. Indeed, the code and graphics almost fill an entire CD! "We have fairly efficient compression techniques, but still we had trouble fitting it on one CD," laughs Steve.

All this bodes well, but how will it fare against Ocean's game?



The backgrounds are taken from hundreds of stored digitised views of the real Hyatt Dorado course, which makes them look all the more realistic. Note the texture-mapped water, complete with reflections. Like, wow.

MIGHTY
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MANGAS IN SYRUP

Matt Broughton is all for cartoons with semi-naked women, big guns, and just the 'odd hint' of gratuitous violence, so who better to look at ICE's licence of the Manga film that started it all? Who better indeed?

AKIRA is one of those movies destined to be filed under 'CULT'. Apart from kicking-off the now huge machine that is the Manga Anime production line, *AKIRA* brought violence and sex into the cartoon world in a way we'd never seen before. With an unique style (not dissimilar to the old *Battle Of The Planets* cartoons) those clever chaps, nay Japs, managed to create the sort of buzz that old freezer chops, Walt Disney, would have defrosted for.

Though I've seen tons of Manga films I've never actually seen *AKIRA*, and can only guess that it must be a weird one because when I asked a close friend to give me a brief synopsis for this feature, he told me: "Okay... people in post-apocalyptic Neo-Tokyo, er... kids on bikes, violence, a sort of evil God-like deity bloke-thing that takes over the world, violence and, er... then everything blows up. Yes, I think that's about it." Hmm. Perhaps we'd best move on. Paul Atkinson, *AKIRA*'s programmer says:

"The project spec was to produce a game that would appeal to a wide range of players — we didn't want something that singled out only one group of game players. The ideas all come from the film and the structure of the game is built in the same way as the film itself. There are twelve sections, each based on a different part of the film's plot."

PROJECT: **AKIRA**

PUBLISHER: **ICE**

DEVELOPER: **In-house: Paul Atkinson (programmer), Rupert Jones (artist), Martin (Assistant Product Manager).**

INITIATED: **January 1994**

RELEASE: **November 1994**

And how have the team found working with such a huge licence? "Basing a game on a specific licence is normally a hindrance in that we can only take the ideas from the film and then adapt them into a game, but with *AKIRA*, there are so many incredible ideas throughout the film, that our real problem was how to limit what actually ended up in the game. Another problem was that because *AKIRA* is such an important property to the originators, we've had to get clearance on everything we did."

> **"The game looks and feels like the original film"**
>
> **Paul Atkinson, AKIRA's programmer.**

Andy 'The Ganger Nut' Nuttall saw *AKIRA* up and running about three months ago and wasn't exactly bowled over by the animations, so how have the graphics moved on?

"The game now looks and plays beautifully. The graphics are superb and the animations are fluid, making the game look and feel like the original film. The animation within the film is so good that the graphics on the computer screen had to reflect that — this was the area that had most worried everybody. We took a big gamble producing this game, and so took on an animator who'd never worked on the computer before. We did this because we didn't want him to have any preconceived ideas about what a computer game should look like. It has worked very well and we're delighted with the results."

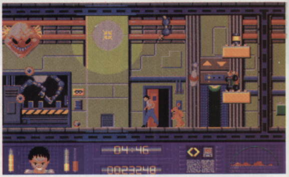
To reflect the different stages of the film, the *AKIRA* game will feature a variety of game styles. Here, ICE has abandoned the traditional platform style for a level of flying action."The bike sections were the last levels to be programmed and have proved the most time consuming, explains Paul.

The A500/600 version has unfortunately lost a fair chunk of the animations that'll be found in the A1200 version, while lucky CD32 owners will enjoy animations played straight from the CD.

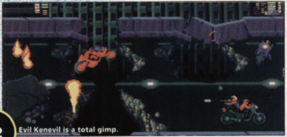
"The animations provide a good method of explaining the story behind *AKIRA* [which is definitely not an easy task!] and if we'd had more memory, our priority would have been to increase the amount of animation sequences. The worst part of the project has been the short development time relative to the size of the game."

And what's Paul likely to be doing next? "There are so many versions of *AKIRA* in production that as soon as I finish on *AKIRA* for the Amigas, I'll be helping on one of the others."

With any luck we'll have a reviewable version of *AKIRA* next ish.



Matt obviously couldn't think of a decent headline.



Evil Kenevil is a total gimp.

As you can see from the static shots shown about the place, tons of stills and animations from the film have found their digitised way into the *AKIRA* game. And don't they look good?

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First Computer Centre -	Pg 10 + 11
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Future Software -	Pg 85
Handisoft -	Pg 85
Hornesoft -	Pg 85
Intermediates -	IFC
Kompart -	Pg 15
Maverick -	Pg 71
Microprose -	Pg 49
NJH -	Pg71
Ocean Software-	Pg 30
Ocean Software	Pg 31
Ocean Software	Pg 39
Ocean Software	Pg 53
Ocean Software	OBC
PD Drome -	Pg 91
Premiere -	Pg 42
Renegade -	Pg 19
Silica Systems -	OBC
Wizard Games -	Pg 91

MEGA DRIVE

Vroom! Prepare to drive like you've never driven before, as Mindscape gives you a thrill-packed speed romp amongst the stars. Andy Nuttall belts up. Eventually.

PROJECT: Mega Race
PUBLISHER: Mindscape
DEVELOPER: Cryo Interactive Entertainment; Lionel Guillang (CD32 Programmer); Frank de Luca, Madjid Taibi (Graphics); Stephane Picq (Music & Sounds)
INITIATED: August 1993
RELEASE: October 1994

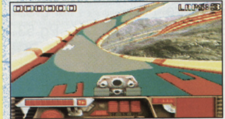
Since the potential for CD-ROM was realised, nearly a decade ago, hardware and software companies have developed machines and software to use them. But, for all the press hype that surrounded it a couple of years ago, CD-ROM storage has been comparatively slow to take off — with still only a handful of software companies regularly producing CD-based games which do the format any kind of justice.

One of the companies which looks set to embrace the CD with open arms in the future, though, is Mindscape. It has produced consistently good 'floppy' Amiga games through the last few years, including *Legend*, *Captive* and *Alfred Chicken*, but lately it's probably best known for *Liberation*, the sequel to *Captive*. Originally, *Liberation* was only to be released on the CD32 (although at the very last minute a cut-down A1200 version was produced too).

Its next game, *Mega Race*, will hit the CD32, and the CD32 only, in November. Produced by acclaimed French softie Cryo Interactive, which programmed the original *Dune* game, *Mega Race* is set in the type of futuristic world which can only be described with "superb rendered visuals." Kind of like *Microcosm* — but, as Mindscape would have you believe, with new added gameplay.

Mega Race is a *Running Man*-style game show, where the competitor must fight to not only win, but survive. Simon Harris, *Mega Race*'s producer, explains why: "You're invited to take part in the show by the host, Lance Boyle.." Ah, excuse me? "Yeeess. That's his name, I'm afraid," Simon continues. "Lance is really an actor, which Cryo digitised and has used throughout the game. There's a lot of full-motion video showing Lance jumping around, introducing you to the various tracks."

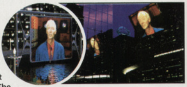
Having seen 'Lance' prancing around the screen in the flesh, as it were, the actor involved definitely seems like the type to have "enunciated from the back row" at some point during his career (or perhaps just 'over-acting' would be a more understandable term). Is he, well, famous? "I think he's just done some bit-parts," Simon grins. "He was in *Dangerous Liaisons*, with Glenn Close and John Malkovich." Hmm... not bad, I s'pose.



In all there are 15 tracks, plus several bonus levels, and each gets progressively more difficult as you go on. When you get to the last few tracks, the Space Gangs become crazy, wild-eyed lunatics, bent on your destruction. "The tracks are split into five sets of three, which correspond to the five different areas in which the game is set," James explains.

ROY WALKER

Still, he manages to produce an exquisitely tacky host, with just the right balance between brightly-coloured clothing, a huge Colgate smile and a personality so sickly-sweet it makes your teeth itch. The intro sets the scene perfectly, and introduces some nice *Bladerunner*-style scenarios where the Lance film is seen broadcast across the virtual landscape on huge TV screens.



"Hi! I'm your MegaHost... Lance Boyle! I'm here to tell you that YOU (yes, YOU) have been targeted to star in the world's top-rated TV show of all time People stop whatever they're doing to watch MEGARACE! They can't fight it. And MEGARACE wants YOU!" Hmm, this Boyle character really doesn't mince his words. Orwellian-style scenes abound when Lance Boyle's show Mega Race is broadcast to the nation. The animated intro cuts to Blade Runner-type shots to show the hordes of people, glued to huge TV sets from which they can't hide. Nasty, eh?

"When you actually get into the game, the idea is you're 'virtually in a virtual gameshow,' if there is such a term," explains Simon. "You're driving against a number of Speed Gangs, around the virtual tracks, the idea being to destroy each Speed Gang's leader within a certain time limit, or within three laps of these tracks. Each track is a fully-rendered 3D animation, with the action transposed over the top of it. That's one of *Mega Race*'s main points — because you've never seen a racing game with backdrops this good.

Presumably, then, you have to shoot the gang members? "Yeah — you have to shoot the other players to win," says Simon, "but when you run out of bullets you can always ram them off the road," he laughs. "The main object is to destroy the gang leader for each track, but most of the three laps are taken up with a large number of the gang members which you have to get through before you reach him."

Unlike *Microcosm*, which is probably the best-known example of game graphics pulled from CD to date, in *Mega Race* you can control the speed as well as direction of your vehicle, as Simon describes: "We've made *Mega Race* so you can accelerate and brake, as well as shift your car about on the track. As you press or release the gas pedal, the graphics simply speed up or slow down to suit. On the tracks you find a lot of symbols, which give speed-ups, extra energy, spin-offs and stuff, and these all affect the speed at which the graphics are drawn."

SPEED WALKER

There seems to be a glut of CD-only games lately, what with *Cyberwar*, *Microcosm* and *Nova Storm*. It's a new direction for Mindscape, but is it something we're likely to see more of? Simon certainly thinks so: "Yeah, we're heading that way. As part of the Software Toolworks, our parent company in the States, we're one of the largest CD-ROM publishers around at the moment. And yes, we are moving towards the type of game which can be CD-only. We have several projects on the way which will appear on CD — I think we're up to double figures at the moment."

A criticism which has been levelled at most CD-only games to date is the linearity — that the CD can only display pre-recorded graphics, just like a video, rather than creating the graphics as it goes along. This applies, in some ways, to *Mega Race*, but Mindscape has been keen to make the gameplay better than average.

"You can chuck loads of graphics, actor's voices, sound, and lots of glitzy effects at a game, just as we have with *Mega Race*," Simon says (sorry), "however, in some ways the game has to be limited because we're spending so much time on these things. *Mega Race* will be the first CD-based arcade game, as far as we're concerned, simply because it involves both driving and shooting elements."

And, it should be said, the driving elements are rather realistic. Some of the tracks are real roller-coaster rides, which add sickening stomach-churns to the lead-pumping action as you bob and weave around some of the more curvy circuits.

"Cryo was trying to do something a bit different than just taking an ordinary Amiga game and chucking it on with a load of flash graphics," Simon continues. "It was specifically developed with these huge 3D Studio-rendered graphics in mind, so it actually enhances the game itself — it's not just glitz."

And, as a testament to the power of the CD32, Cryo has actually taken advantage of the machine's higher resolution over the PC CD-ROM, and produced an even better-looking game! "It's not a direct conversion of the PC game," admits Simon, "it's in fact a direct conversion of the 3DO version. So if you run the two side-by-side the PC graphics are noticeably more pixellated — and there are slightly more colours as well, because it uses the full 256-colour palette."

There is a negative aspect to this, though as Simon explains: "Because of the increased resolution, we haven't as much room to fit the tracks onto the CD. So you'll find that there are a couple of tracks missing from the PC version, but the disk is actually full." Blimey and, er... O'Rielly.

SPEED FREAKS

Mega Race was released on PC CD-ROM around four months ago, and since then it's held the top slot in the CD charts for five weeks — so with the CD32's higher market share Mindscape looks set for some healthy returns. "*Mega Race* CD32 has been a very quiet project," says Simon. "It's actually been in development for around a year, but nobody has really heard much about it until now."

On the PC *Mega Race* received mixed reviews from the press, with some journalists highlighting the CD's shortcomings as a downfall of the game. However, for the CD32 Mindscape has listened to some of those criticisms, and tweaked the game to counter them. "The PC version had some very good reviews, and some average ones, Simon admits. "The main criticism was that it was limited by the CD — but that's the way CDs are. We're trying to provide a playable racing game that looks stunning, which we think we've succeeded in doing.

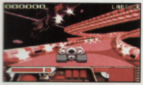
"Some reviewers said there wasn't enough variety in the gameplay, in the way the enemies behave and so forth. Obviously there have been four or five months since we finished the PC version, so we've improved the artificial intelligence of the cars, and generally made the feel of the game better. Oh, and some people said that the cars on the PC looked like they had been overlayed onto an animation — which, of course, they had — but we think we've solved that because of the increased number of colours on the CD32. The cars now look more 'in' with the track they're running on.

It's always frustrating when developers lead on another machine than the Amiga or CD32, because we have to wait so much longer for games to come along. But, when developers do have the months in-between to actually make the game better, that can only be good for the machine. And with the number of CD32-only games countable on, well, two fingers, *Mega Race* might just be the tonic it so desperately needs.

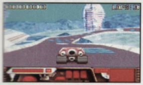
> **"If you run the two side-by-side the PC graphics are noticeably more pixellated"**
>
> **Simon Harris,**
> **Mega Race's Producer.**

MEAN MACHINES

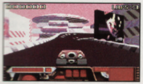
At the heart of Mega Race is a small but well-developed range of super cars, each differently suited to the worlds which you drive through in the game. *3D Studio*, the PC-based rendering program, was used to produce not only these fine specimens of virtual automobiles, but also all the tracks, backdrops and intros in the game. So take a good, long look at (literally) the car of your dreams, because with the correct weaponry, it could win you your life...



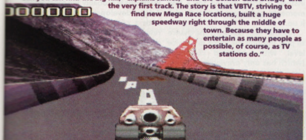
Of course, futuristic racing and fighting cyber-games wouldn't be complete without a few space scenes. The trio of Junkyard levels are set just there — in outer space — where you'll find the race tubes suspended "in the middle of nowhere," according to Simon — and I suppose he should know. "Junkyard is set in Fractillian Space," he continues, "which is where all the 21st century equivalent of yuppies go."



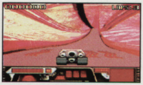
The three water levels are based around a planet called Maeva, which is quite, er, watery. Oh, um, great — here comes James Morris, PR bloke for Mindscape: "The game show designers couldn't find the legend of Atlantis to set the game show there, so they built the next best thing."



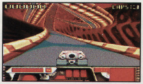
The penultimate area is Factory Land, which is set on the outskirts of the main city. "The edge of the city is just wasteland, really," says James, "which is obviously a great setting to place a few tracks for Mega Race, because of the great wide-open spaces. The track has a great big loop in it, and spinning disks with Cryo on them."



New San is a kind of replica of San Francisco (of '*The Streets of...*' fame). "In New San you can find the big hill," explains James, "and the Golden Gate Bridge, and the very first track. The story is that VBTV, striving to find new Mega Race locations, built a huge speedway right through the middle of town. Because they have to entertain as many people as possible, of course, as TV stations do."



Finally, we have Jelly Mould land, where the player drives his super speed-mobile through tubes cleverly entwined within a huge bowl of Chivers Strawberry. The walls pulsate as some giant Sun-god wobbles his breakfast table, creating the effect more commonly... (you don't know what this is, do you? — Simon). Er, no.



You'll notice that the CD32 screenshots look much better than usual this issue — and there's a reason for this. Because both *Mega Race* and *Litil Divil* look so damn hot, we decided to splash out and use our sister magazine *CVG*'s screenshot grabber, which is really quite good, as you can see. They've got much better equipment all round, the gits.

THE MISSING FLINK

All right, so it's a terrible title — but you try coming up with a witty phrase with the word 'Flink' in it. See, not easy, is it? Andy Nuttall apes around with Psygnosis' CD32-only platformer.

The CD32 has never had it so good. Just a couple of pages since Mindscape's new CD baby *Mega Race* (see page 34), and blow me if Psygnosis hasn't come along with another little beauty to tempt our eyes (and our wallets) towards buying a CD32.

While *Mega Race* is a game which relies on the huge storage capability of the CD32 to pull in the hundreds of megabytes of graphics from the disc as you play, *Flink* makes more use of the circuitry. Because the developers have concentrated on just the one format, they've been able to throw all manner of colours and moving objects at it without fear of slowdown or jerky scrolling. Psygnosis has conceded that *Flink* could be done on the A1200, but there are certain reasons why it probably won't be — more about that later.

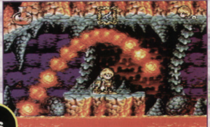
Written by the team behind Thalion's superb *Lionheart*, the platform beat-'em-up with arguably the best graphics on the Amiga to date (except, perhaps, *Kid Chaos*), Flink is also a platformer, but with a twist.

"With *Flink*, we've tried to create a mixture between a platformer and a clever RPG," says Greg Duddle, *Flink*'s producer. "We've ended up with a game which has magical spells and ingredients, combined with all the jump-and-run aspects you expect from a platformer. So it's nothing overly-complicated, but perhaps more thought-provoking than most games of this type."

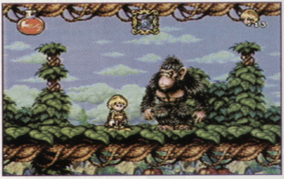
PROJECT: Flink
PUBLISHER: Psygnosis
DEVELOPER: Inderactive
Design: Erwin Kloibhofer (Programming); Henk Nieborg (Graphics).
INITIATED: March 1994
RELEASE: November 1994

Flink, it transpires, is an apprentice wizard, appointed by the residents of an island to — yes! — rid their home of an evil wizard's influence. The nasty wiz imprisoned the four rulers of the island, and appointed guardians to help keep them that way. Hmm, 0 out of 10 for originality, but glancing around the page at the graphics, if there's a halfway-decent game in there somewhere this should be hot stuff indeed.

"To start with," Greg explains, "the view of the island will be covered by dark clouds indicating the areas still under the shadow of the wizard. As you clear areas of the magic, more of the map becomes visible." The key to moving on in the game, and to eventually rid the land of the wizard, is your use of magic. This is your normal, everyday spell-casting kind of magic, but in *Flink* it comes in handy pint-sized bottles.



The final level is Volcano World, where you'll find the evil wizard, er, Wainright. "At least, I think his name's Wainright," laughs Greg. "It's something odd like that. Anyway, this is the most difficult level of all, because you have to dodge the fire, as well as worrying about the wrath of the Wiz."



"Part of the Tree level is like a tribute to Donkey Kong," says Greg, "with apples falling just like the barrels from the original game." The similarities stop at the big ape, though, because there aren't any barrels, you don't have a hammer, and, thankfully, Flink isn't wearing blue dungarees.

Greg again: "Magic is collected throughout the game by either killing the bad guys — whereupon they release a small amount of magic which can be picked up — or by opening chests and finding bottles of the stuff." Also, if *Flink* is unlucky enough to be hit by a bad guy, his magic isn't lost immediately — instead it drifts around for a few moments, giving you chance to pick it up.

Another neat feature is the chance to play through the game on Novice level, with unlimited continues (which has only previously, I think, been featured in *Ruff 'n' Tumble*). "The practice mode helps you to play the game," says Greg, "but it won't let you on to the final stages — so you'll have to brave the normal level to find them."

Because magic is the key to much of the game, and you have to create your own spells, the chances are you might not have the correct spells to enter a particular area in time. Psygnosis has already thought of this, though: "The player will be free to reenter any stage at any time," Greg explains, "because areas that were inaccessible may be discovered as the relevant spell is found." That means if you discover a spell which appears to have no purpose, the chances are it could be used to open up a secret room in one of the hidden levels.

MONKEY BUSINESS

Psygnosis is probably the most active Amiga developer at the moment, with a comparatively busy Amiga release schedule for the coming months. So, it's only natural that the *Flink* crew approached our Psyggy with their latest game — and that, as it transpires, was exactly the case. As Greg recounts: "In Spring last year, just after they had finished *Lionheart*, the developers contacted me and said they'd like to make a game with Psygnosis. I asked them to submit a design, and they went away for a while and put it together.

"The design they came back with was great — and included some of the preliminary sketches which you can see around this page. We gave

The first level in Flink is the Forest world, which contains all manner of beasties (and carries more than a passing resemblance to Lionheart, I might add). "In the Forest you'll find bald-headed thieves, who try to bump into you and nick your items," explains Greg. "And since you need all the items you can get to mix the spells, it's a good idea to get them before they get you."

them the go-ahead, and the results... well, you can see them for yourself. The team's been a pleasure to work with — they're fast, reliable, and very creative, and they've turned out a great game." With praise like this, it's perhaps not surprising that Greg and the team are already planning their next collaboration. Which he won't talk about, naturally. Thanks.

> **The team's been a pleasure to work with — they're fast, reliable, and very creative**
>
> **Greg Duddle**
> **Psygnosis**

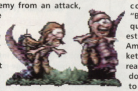
"The character is really cartoony," says Greg. "If *Flink* mixes his spells incorrectly his spells blow up in his face. The artist has worked absolute wonders with *Flink*'s animation. As he slides down hills he looks panicky and shocked — that sort of thing.

"But it's not just graphically appealing, of course," he stresses. But then he would, wouldn't he? "The gameplay is really well balanced; so much so every member of the Mega Drive press who has written about it has loved it. The island in which *Flink*'s set is split into six different graphical areas, which are in turn divided into between three and six sub-levels, making a total of over 55 levels for you to win through.

CHIMP PANSIES

You might expect, as we did, that there are inherent problems with converting a game from the Mega Drive to the Amiga. Not with these boys, it seems — because they're Amiga fans first and foremost. "The graphics on the Amiga will look exactly as they do on the Mega Drive," says Greg, confidently. "They were originally drawn on an Amiga anyway; in fact, the whole editor was written on an Amiga, and all the levels were designed on an Amiga too. Because it all lived on an Amiga first, converting it to run on the CD32 should be fairly routine stuff.

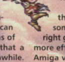
"I think they may have to cut out the odd enemy from an attack, though," he admits, "because they're determined to keep it running in 50 frames [smooth scrolling, of course, as regular readers of *The One*'s WiPs will probably know]. But it won't be very much — just one or two creatures at the most."



To cap a relatively 'easy' project, even the digital audio soundtrack is ready to be included, because it was originally written for the Mega CD version. Handy, eh?

But why is it to be CD32-only? I can understand the large quantity of graphics, but with something like *Kid Chaos* possible on a standard Amiga, surely there's scope for *Flink* — at least on an A1200? "There was some thought given to an A1200 version," Greg concedes. "But to be quite honest the Amiga market just isn't really there. I don't want to put the Amiga down, because it's my own favourite, and it's a real shame that it's in this state. We've just released *Benefactor*, which is a nice little game, but we're not expecting it to sell in massive quantities."

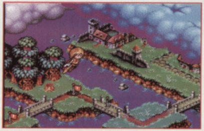
The other main reason behind the lack of A1200 version, apparently, is because of the inherent problems converting it to use a one-button joystick — the CD32, of course, is blessed with more buttons than someone with ten hands could possibly need. "The CD32 poses fewer problems than the A1200 in terms of conversion, simply because we can make use of the extra buttons of the controller. We thought that a CD32 version would be worthwhile. It wouldn't take too much of the developers' time and it would be something for CD32 owners which they can't get elsewhere."



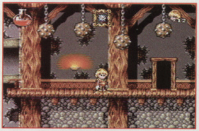
Although Greg made the comment about the state of the Amiga market, which is highlighted currently with Commodore's great dilemma, I couldn't let him get away without a gentle reminder that there is still a huge market — for the right game. Just look at *Sensible Soccer*, *Cannon Fodder*, *Chaos Engine* et al, which have each sold in absolutely vast quantities.

"Yes, for the right game, there is," he agrees. "And in some ways this may well be the right game, but it would take a lot more effort on our part to make an Amiga version. I don't think we've totally discounted an Amiga conversion, but basically it's just simply a case of 'see how it goes'."

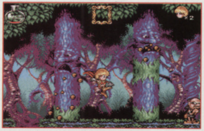
But, hey, with a game looking this good on the CD32, don't think I'm complaining (which, of course, is a first for you, you moaning Welsh teapot — Simon.).



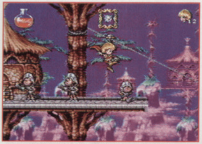
"The end of level baddy on the Tree Level is a big gorilla-thing, who jumps up and down on you, and throws apples," Greg reveals. "The idea is to grab the apples and throw them at him." A bit like David and Goliath, but, er, Flink and Big Ape.



These still screenshots are very impressive stuff, but moving they're so much better. If you've ever seen Lionheart you'll know what to expect, but the programmers have made use of the extra power of the CD32 to throw in even more pretty graphics, more animation, and loads more colours on-screen. Wow!



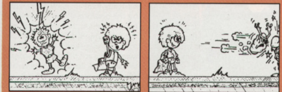
As you nick through the six worlds of *Flink*, the map scrolls along to show where you are. After you've completed a level, a little flag is raised up the, er, pole, and Flink moves on to the next.



In the Village level, you can see what can best be described as 'Viking-type blokes,' who wield spears menacingly in your direction. Over to Greg once again: "Bouncing on them once squashes them into their helmets, and then again causes them to release some magic."

BLACK AND WHITE MAGIC

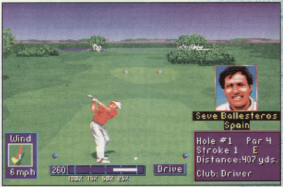
When they were showing their ideas for Flink off to Psygnosis, the developers put together a comprehensive portfolio of rough sketches showing possible scenes from the game. Here we've managed to grab a couple of them, just to show you that you don't necessarily need a completed game to sell to games publishers (although you do need some programming and graphics talent).



DOWN TO A TEE...

Part Two

Andy Nuttall stands to one side as PGA Tour, legs high and wide in stirrups, prepares to bear forth her first offspring...



Don't worry — the bloke taking the shot isn't supposed to be Seve, he's just an advisor. And there are loads of other 'great names' in there as well.

Just like the number 113 bus that goes past my house, you can wait ages for a golf game to come along; and when one does there's sure to be another following it. The second of this month's golf WiPs is Ocean's *PGA European Tour*; which might not look quite as striking as *World Cup Golf* (see page 30), but it has an immediate headstart with the PGA name behind it.

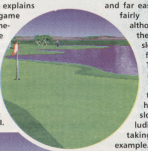
The original *PGA Tour* from Electronic Arts is generally accepted as the most playable Amiga golf game, but it's getting on a bit (three years old next birthday), and its features have been overtaken by more recent golf sims.

Nick Court, the Project Manager for PGA Euro, claims never to have played the original *PGA Tour*, and that the new game is simply a conversion of Electronic Arts' Mega Drive game of the same name. "It's a straight conversion — like for like," he says, "except for the new dead-sexy graphics, that is."

PROJECT: PGA European Tour
PUBLISHER: US Gold
DEVELOPER: The Dome: Gavin Harwood (Programming); Rob Balderstone (Graphics and Music); Nick Court (Project Manager)
INITIATED: May 1994
RELEASE: October 1994

Ah, so the graphics are better than the Mega Drive version? "Yeah — I would say so!" Nick laughs. "We took the Mega Drive version, and the code, and ported it all across. There weren't any difficulties, really, so we looked at improving the graphics. We put some texture-mapping in there, and that looked okay for a while but we soon got bored with it. We ended up buying a camera and going around a few golf courses to get some real shots. It's now come out far better than anyone would have expected." The photographs which the team took were digitised into the Amiga, and used for texture-mapping the 3D objects on-screen. So, a picture of a real tree could be wrapped around the model of a tree in the game, for example, giving the impression of a real tree. Apparently.

"Say, you've got three different types of grass," explains Nick. "So, the game draws the grass, line-by-line, across the screen. It draws it in exactly the same way as the Mega Drive version, but ours makes use of grass we already digitised, so our grass immediately looks much better than their grass. And our water is far better than their water — and, in fact, better than the PC version's water as well. " (Nice pun mate — Harry.).

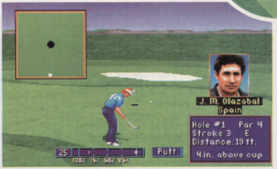


If you look closely, you can see the great Andy Nuttall of Wales taking his perfectly-timed chip onto the well-textured green. The clouds reflected on the water are a nice touch — except there aren't any clouds, of course. Oh well.

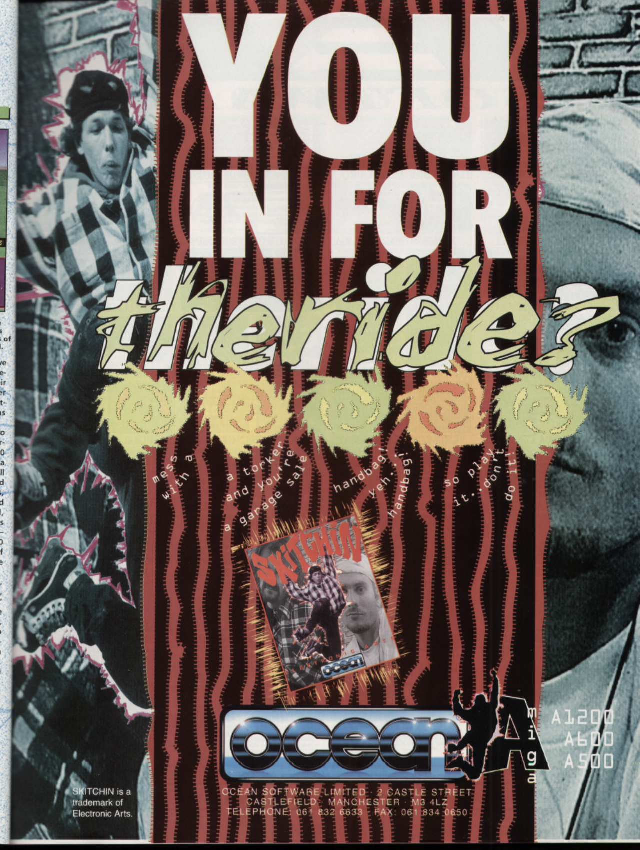
Sadly, the A500 version of *PGA Euro* won't feature any of these super-duper graphics: indeed, the A500 game is an exact copy of the Mega Drive version — so the game will still remain the same. "We reckon the old *PGA Tour* only used 16 colours, whereas *PGA Euro* uses all 32. And the control method is more fluid, and far easier to play. It's fairly fast, still — although on the A500 there is a little bit of slow-down on the fly-bys."

The addition of, in Nick's words, "sexy graphics" to a golf game has, in the past, slowed it down to ludicrous speed — taking *Links* as an example. With *PGA Euro*, the best graphics are reserved for A1200-only, but even then, doesn't it become a little slow?

"I don't think so," Nick says, confidently. "I mean, the game of golf is basically a lovely walk, interrupted by the occasional hacking of a ball, isn't it? I think the speed is okay — the new graphics really make it for me, and they don't take anything away. If we got the texture-mapping in there, and the speed deteriorated too much, we would take it out. After all, what people want more than anything is gameplay."



Oh, there's one. Hang on, he's Spanish as well. Is there some kind of plot to take over Amiga golf at the hands of the Spanish, er, afoot? Um... just look at the rub of that green.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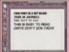

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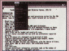

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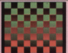

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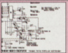

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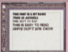

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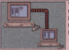

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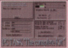

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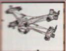

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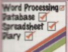

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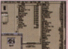

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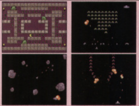

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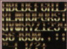

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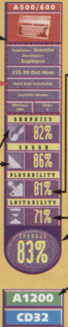
REVIEWS

44 THEME PARK (A1200)	Bullfrog
48 GULP	Ice
50 STARLORD	MicroProse
52 DETROIT	Impressions
54 CLUB FOOTBALL	Software Business
56 REUNION	GrandSlam
58 WC. CRICKET	Audiogenic
60 TOP GEAR 2	Gremlin
62 STANDARD DEVIATION	CoSoft
64 LITIL DIVIL (CD 32)	Gremlin
69 JETSTRIKE (CD 32)	Rasputin
70 LEMMINGS (CD 32)	Psygnosis
70 RYDER CUP (CD 32)	Ocean
70 OUT TO LUNCH (CD 32)	Ocean
70 BRIAN THE LION (CD 32)	Psygnosis

HOW DO WE DO IT?

At *The One* we believe that a picture speaks a thousand words. Each review begins with a short introduction, telling you what sort of game you're reading about and outlining the plot. Then we follow that up with illustrations, maps and diagrams accompanied by informative captions that demonstrate every aspect of the gameplay. Finally there's the Verdict where we explain the game's good and bad points in detail, so that you can work out whether the game's for you or not. Though a review is written by one person, the whole team plays every game reviewed and the Verdict and scores are based on everyone's input. Based on years of research this is, quite simply, the best game reviewing system devised by man. Probably.

THE VERDICT PANEL EXPLAINED



This piccy shows you clearly which Amiga - A500/600, A1200 or CD32 - the game is being reviewed on.

This panel indicates who is publishing and who created the game, along with essential info such as how much the game costs, when it'll be released, the control system(s) used, how much memory your Amiga needs to run it, how may disks it comes on (and therefore how much swapping you can anticipate) and even whether you can install it onto your hard drive.

This percentage indicates not only how well-drawn or animated the graphics are, but also how well they complement the game. Some games look great in static form but may be slow and jerky 'in the flesh' which will be indicated by a lower-than-expected Graphics score.

As with Graphics, the Sound score isn't based purely on the quality of the tunes and sound effects, but also on how well they enhance the game. For instance, an all-guns-blazing shoot-'em-up with a silly bouncy jingle wouldn't do well here.

Playability, which we hope will soon be incorporated into the Oxford English Dictionary as a 'real' word (write to your MP!), indicates how easy the game is to get into and how much fun it is to play. Things like poor control or cluttered screens will take this score down.

Another 'new' word, Lastability indicates whether you're likely to finish the game in a day or a year, and also whether the game is one you're likely to keep returning to time and time again. It's a rather important mark, especially with games being so expensive.

The Overall score is the definitive guide as to whether a game is good or bad. It takes into account many factors other than the four main ones listed above, which is why it's not simply an average of those scores. Anything scoring 85% or above is considered an essential purchase.

The Amiga family is even bigger than ever now, with people able to buy A500/600s, A1200s and CD32s. Here's where we'll tell you about how the game runs on the machines not covered in the main Verdict panel, as well as whether any enhanced or cut-down versions of the game are planned.

SIMON BYRON
Simon's been off filming for *GamesMaster* this month. When we asked him whether he had any thing important to say to his beloved readers all he said was some drivelling nonsense like "Channel 4, 6.30pm on September 20th and 27th; October 18th and 25th; November 1st, 8th, 22nd and 29th; and January 3rd 1995. Be there. Or watch something else." Bonkers eh?

ANDY NUTTALL
Andy wasn't asked to do *GamesMaster*. But he has, he informs us, been on it before. "It was better than I expected," he offers. "Steve Merritt [*Editior of Mean Machines*] and Julian Rignall [hippy] were there and when it was shown I actually thought that I came out quite well — certainly better than Julian Rignal. Who is a git." The opinions of Andy are not necessarily, etc, etc.

MATT BROUGHTON
Up until recently, Matt would have been too hairy to appear on telly but — shock, horror, etc. — he's finally got round to ridding his face of the embarrassing growth. "It was a painful experience," he groans. "Most people reckon I look like a nine-year-old." Hmm... the rest of us believe he's being a bit optimistic — as you can see from our artist's (well, Simon's) impression.

HARRY ATTRILL
Harry's been on holiday for most of this issue, which has proved a major headache for the rest of the team. Handling the production wasn't problem — it was keeping the office banter the same in his absence. Simon had trouble reminiscing about the '40's, Andy couldn't be twice as pedantic as he already is and Matt had difficulty quoting every line from Shakespeare's boring plays.

JO WINSLOW
Jo's doing a spot of modelling later on this month. Sadly, it doesn't involve underwear or 'loving the camera' — it's far worse! You see, our fresh-face Art Editor is going to parade around in wedding dresses, showing potential brides how stupid they'll look in those awful blue/white tights they always wear. There'll be pictures next month, with any luck.

THEME

Roll up, roll up, Andy Nuttall's got his crazy clown outfit on, complete with comedy shoes and funny nose. Why? Because he's a git. But in order to disguise his embarrassing traits we gave him Bullfrog's latest to look at.

I was 18-years-old before I first went on a roller coaster. I had been to a few theme parks before — usually with my parents who didn't really like the big, scary rides — but finally I went with a few of my mates to Alton Towers.

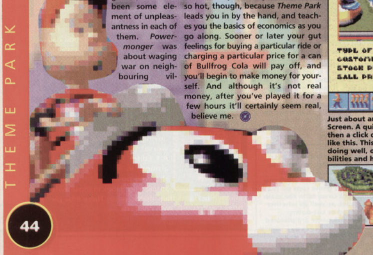
They dragged me along presumably so they could laugh at me as I threw up on the merry-go-rounds and see-saws. For the whole morning, the only grown-up ride I would go on was the Log Flume but, eventually, they persuaded me onto the Corkscrew by telling me it was pretty tame. Surprisingly, I quite enjoyed that. But then they drew me towards the piece de resistance — a lovely little ride called the Black Hole.

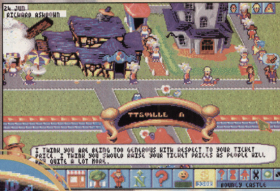
Now the actual ride, as it turned out, was really good, but the downer came as I was waiting in the queue. A bunch of kids came off the ride looking distinctly peaky, and one of them threw-up on my shoes. After shouting some abuse in his direction as he staggered away (without apologising, I might add), I went and cleaned it off in the toilets. When I came back my friends were already on the ride, so I had to queue again and go on my own.

However you look at Bullfrog's previous games, there has been some element of unpleasantness in each of them. *Powermonger* was about waging war on neighbouring villages; in *Populous* you could throw fireballs, plagues and hurricanes at the, er, populous of your planet; while in *Syndicate*... well, enough said, I think. In contrast, the most unsavoury *Theme Park* gets is when some kid barfs on the pavement (or, on some poor sap's shoes, which is pretty unpleasant when you're the poor sap) after eating too many dodgy burgers.

The engine rumbling away behind *Theme Park*'s bleachers is a complicated economic simulator. In the full simulation side of the game, you control every possible aspect of running the park — from buying and selling land, building stalls and rides to give added attraction, ordering ice cream, crisps and burgers for the refreshment stalls, fighting off share dealers interested in a piece of your action... the list goes on and on. And — just to reiterate — you're in control of it all.

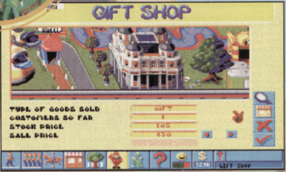
Don't be put off if your maths isn't so hot, though, because *Theme Park* leads you in by the hand, and teaches you the basics of economics as you go along. Sooner or later your gut feelings for buying a particular ride or charging a particular price for a can of Bullfrog Cola will pay off, and you'll begin to make money for yourself. And although it's not real money, after you've played it for a few hours it'll certainly seem real, believe me.





I THINK YOU ARE BEING TOO GENEROUS WITH RESPECT TO YOUR TICKET PRICE. I THINK YOU SHOULD RAISE YOUR TICKET PRICES AS PEOPLE WILL PAY QUITE A LOT MORE.

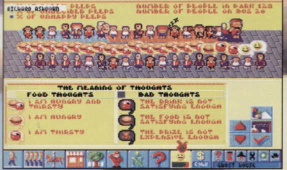
(*Above*) The Bullfrog ethos of learning from your previous games continues to pay off, because there are a couple of *Syndicate*-style elements in it too — not least the idea of moving around the world, conquering the theme park market in each country as you go. Sadly, the game doesn't allow you to go as far as roaming around the parks with giant guns and blowing away innocent people. There are lots of rival theme park owners (syndicates, if you will) who are also building up their empires, and it soon becomes a game of strategy as you auction your parks to earn enough money to move into a more lucrative area, like California or Japan.



TYPE OF GOODS SOLD GIFT
CUSTOMERS SO FAR 1
STOCK PRICE 165
SALE PRICE 450

Just about anything in the park can be analysed using the Information Screen. A quick click onto the large question mark in the control panel, and then a click on the item or person you want to analyse will bring up a page like this. This way you can find out if people are unhappy, if the rides are doing well, or even if your so-called entertainers are shirking their responsibilities and having crafty fags behind the bushes.

PARK



RICHARD ASHWOOD

% OF UNDECIDED PEEPS

% OF UNHAPPY PEEPS

NUMBER OF PEOPLE IN PARK 128

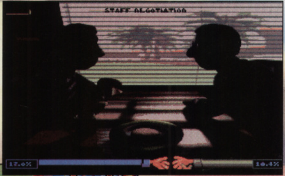
NUMBER OF PEOPLE ON BUS 20

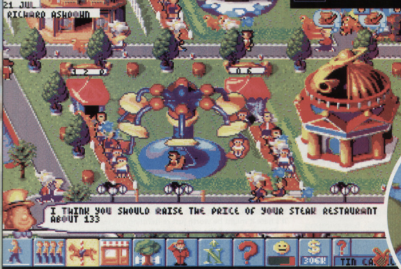
THE MEANING OF THOUGHTS

FOOD THOUGHTS	BAD THOUGHTS
I AM HUNGRY AND THIRSTY	THE DRINK IS NOT SATISFYING ENOUGH
I AM HUNGRY	THE FOOD IS NOT SATISFYING ENOUGH
I AM THIRSTY	THE PRIZE IS NOT EXPENSIVE ENOUGH

(*Above*) The Park Status screen is the main way of keeping up with the requirements of the little people. At the back row here you can see the percentage of happy (light blue), undecided (orange) and unhappy (dark blue) customers, and then in the next row the innermost thoughts of the visitors. Each bubble has a meaning, as described on the bottom of the screen — but the peeps have a much greater thought repertoire than this. They'll say if they're unhappy, they'll say if they're lost, and they'll even tell you, indignantly, that they think you're making too much profit!

(*Below*) As with most businesses (especially the rail services) your staff can occasionally become disgruntled and demand more money. If this happens, the Negotiations Screen appears, which has you and some union bloke sitting across a table with coffee and biscuits. Each of you extends a hand, and you jockey your mouse to reach the union rep's palm — but not too quickly or you'll give them too much. If you don't reach an agreement before the biccies run out, they'll strike.





I THINK YOU SHOULD RAISE THE PRICE OF YOUR STEAK RESTAURANT ABOUT 133

The park advisor appears from time to time throughout the game, giving you hints and clues about improving your park or making more profit. If a ride, stall or shop is losing money, he'll be the first to notice. Should a visitor (or one of the little people, as Bullfrog puts it) be unhappy, he'll have a little word with the Advisor on the way out, and you'd better put it right pretty damn quick.

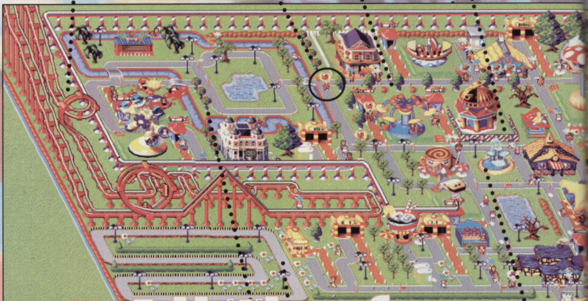
(*Below*) In a feature which Bullfrog has continued from *Syndicate*, the long-term aim in Theme Park is to conquer this world map. You do this by building up a park in each of the marked cities. If you choose, there can also be several other park builders buying up the sites, and since there can only be one park in each location you'll have to make enough money to buy them out — or build a successful theme park and auction it for a healthy profit.

ROLLER COASTER
One of the most expensive — and dangerous — attractions, The Coaster can be as long as you like, as fast as you like — and have all the thrills and spills of a corkscrew and loop-the-loop!

LITTLE PERSON
The Little People tell you their feelings by means of a thought bubble. This little guy is would quite like a Bullfrog Cola 'in him'.

SMALLER RIDES
Parasol Chairs, Aeroplanes, the Pirate Boat — the smaller rides are mostly cheap 'n' cheerful, but they draw in the crowds.

WORK IN PROGRESS
Occasionally rides explode if you don't look after them — so you little mechanic gets his, er, tools out and fixes them. For a fee, naturally.



All the fun of the fair

RUBBER TUBING
Rubber water tubing provides a great attraction for loads of people at once — and it doesn't take up much space. You can even use it to transport people from one place to another.

RACE TRACK
Racing cars are normally a pretty damn popular attraction. Unless, of course, you're stupid enough to put them next to the roller coaster — in which case they're nearly always empty.

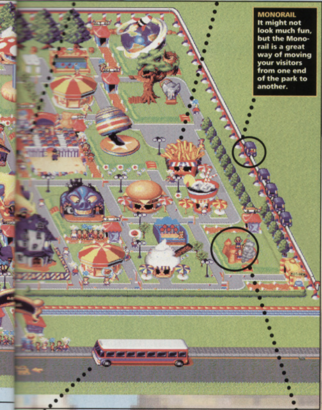
TREES AND STUFF
Bits scenery like trees, fences, fountains and lakes are frivolous, but they do you no end of good in the 'cheering people up' stakes. You could even win an award!

POWER CRAZY

We all knew, all along, that *Theme Park* would be a large game: but now it's here it might be worth just re-iterating the scale of the thing.

This version of the game is AGA-only, which means you'll need an A1200 or A4000 to run it, but with the standard 2Mb of RAM that comes with these machines you'll only be able to play it from floppy disk! If you have a hard drive, then you'll need at least an extra 1Mb of RAM in your machine before Theme Park will run from it. That's 3Mb in all. (Are you deliberately trying to patronise our readers? — Simon.)

The PC market, which Theme Park was originally developed for, has gone haywire over the last couple of years. Within a year of buying the latest machine, it becomes outdated as new, and cheaper, technology is embraced by the softies. That's something we Amiga owners have never really experienced before — indeed, when Commodore took the rather bold step of introducing the A1200 there was uproar. So in these power-crazy times, are we going to see more games require big things from the humble Amiga?



CLOWN ACTS
The visitors will become bored with rides after a while, so the clown acts provides a cheap side attraction for them to guffaw at. Probably.

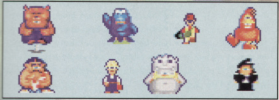
LIGHT REFRESHMENTS
Burgers, chips, ice cream and coke are all in abundance for the peeps to feed their faces. Change the quantities of caffeine, sugar and ice to sui' your profits.

MONORAIL
It might not look much fun, but the Monorail is a great way of moving your visitors from one end of the park to another.

BUS
Transports the little people to and from your park.

RIDE ON FIRE
Emergency! The ride is, to use the vernacular, knackered, and your little people are still on it. Get it fixed! Quickly!

PEOPLE UNDER YOUR STARES



With your attentions concentrated on the financial and construction side of the park, it's good to know that there are a few people you can rely on to look after your purchases and your customers. Or at least, there are some weird people who will gladly dress up in a funny rubber costume and entertain the kids in that special way, in return for a steady wage.
BACK (l/r): Teddy Man, Shark Man, Handyman, Chicken Man.
MIDDLE: Strong Man, Mechanic, Rhino Man, Guard.

THE VERDICT

Having played around with Theme Park on the PC, I was pretty worried about the Amiga version. Even on a fast PC it runs pretty slowly, you see, so I was thinking all kinds of bad thoughts about how it would turn out. But — hey! — I needn't have worried, really, because although it's slow compared to, say, Populous 2, it is 99% faithful to the PC original, with just the Big Dipper ride and one other small ride missing due to memory restrictions. Theme Park A1200 needs 3Mb to run from hard drive (although from floppy it will run happily from a standard 2Mb machine), so the big question arises: would you rather have games which need hefty Amigas to run, have cut-down versions which run on the standard Amigas, or not have them at all? I know I'd be disappointed if Theme Park hadn't showed up on the Amiga, because Bullfrog has done a cracking job on the conversion from the PC original. Before this came along, Syndicate was one of my all-time favourite games, taking up my free time for a week before I finished it. Now Theme Park's doing the same, but even more so. It's a stupendously good game, bringing together all the great features of titles like Populous and Syndicate, and combining them with — yes — all the fun of the fair (© The One Cliches 1994). As I've said, there is one niggly problem: if you have an A1200 with a hard drive, you'll need extra memory to run it, but even running from the four floppies you don't need to swap the disks too many times. Bullfrog has thought of the possible disk swapping headaches, and made sure that the main game engine, along with the graphics and sound effects are loaded into memory before the game starts — so you only really need to swap disks once a year when your annual reports are displayed. As Bullfrog release more and more games, so it becomes harder to review them without plumbing the depths of sycophancy. But Theme Park is brilliant, and that's all there is to it.

A1200

Publisher: **EA**
Developer: **Bullfrog**

£34.99 Out Now

Hard Disk Installable

Mouse

Memory 2Mb
Disks 4

GRAPHICS 90%

SOUND 85%

PLAYABILITY 86%

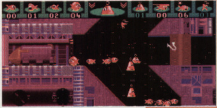
LASTABILITY 94%

OVERALL 92%

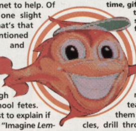
CD32
A5/600
No extra versions planned, although EA would be daft not to release a CD32 Theme Park.

GULP!

Where is that fish? You did love him so. And he went, wherever, I did go. "Up his trunk!" shouts Matt Broughton in a surreal way, as ICE's puzzle jobbie arrives. (Answers on a postcard).



At the top of the screen you can see how many skills you have for each level. As well as being able to change fish individually, you can also use 'leader' skills, where one fish will remain in one place for a period of time, gifting any fish that touch him with his own skill. This is very helpful for, say, getting all of your fish out of water without having to select each one separately.



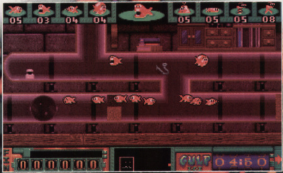
The Earth is in deep deep trouble. Like Liverpool Street Station on a slightly rainy day, it's the best part of completely flooded. And as the water level rises across the entire surface of the planet, humanity itself is in danger of extinction. There's only one thing left to do — send an SOS message into space in the hope that some alien civilisation might hear our cry for help...

Well blow me down! Luck of luck! The message hath been received and understood by a fishy world far away, and Captain Gulp and his fish-like crew have immediately set off towards our planet to help. Of course, there's one slight problem, and that's that the aforementioned Captain Gulp and friends are about six centimetres across and are only good enough for prizes at school fetes.

Gulp! is easiest to explain if I start by saying: "Imagine *Lemmings* with fish." No doubt this is a statement that ICE will become sick of hearing (herring? — Harry.), but to compare *Gulp!* to the Psygnosis genre-busting classic isn't so much a criticism as a complement.

Anyway, as with the aforementioned classic, *Gulp!* offers you a number of skills which can be given to members of your fishy team, thus allowing them to eat through obstacles, drill through walls, turn into enemy-killing torpedoes, hammers, fists, etc, etc, etc — and this is to name but a few.

There are a trillion and a half levels to work through, each belonging to a different scenario, and other than that, it's basically *Lemmings* with fish. Sorry. But it is.



The key to many levels revolves around using the switches found around the levels. These can either look like little chests (Bonnie Langford — far left) or huge pistons (Errol Flynn) and are toggled by the passing of a fish. These switches generally alter water currents or open doors, but the puzzle normally comes in working out which order they need to be triggered in.

THE VERDICT

Well folks, there's good news and there's bad news. The good news is that Gulp! is a nice idea. And the bad news is that the level designs are just too poor to do the game any sort of justice. Although Gulp! borrows heavily from Lemmings in concept, it actually 'feels' different enough to play, and the little fishy heroes have enough character to stand up on their own, erm, fins. BUT! (deep breath) the programmers have obviously never heard about 'learning curves', and just stuff you straight in with the sort of level designs that require exact timing, precision mouse-work, and planning from hell. The first batch of levels do allow all your fishy crew to pass along the same path, but after that you find yourself having to split the gang up into various teams, leading to major frustration as unattended fish just wander into deadly areas of play. I realise that splitting your geezers into two or more groups is meant to be one of the game's features but there are better ways to do this than just murdering the player. There are also too many trial and error situations in Gulp! Where one wooden block can be eaten through in level one, come level two, an identical block suddenly becomes impervious to teeth and needs a driller fish. Of course, the only way you find this out is by wasting one of your eating fish, and if you've only been given the exact number of skills to finish the level (which happens a lot when you use codes to restart levels) then you may as well quit and start again because that important fish skill has been thrown away. I'm not going to destroy Gulp! with my mark because I think that there's a decent game here dying to get out, but I still reckon that it's a wasted opportunity. Gulp! could have been great, but is ultimately a poor man's Lemmings. A right old shame, and no mistake.

A500/600

Publisher: ICE
Developer:
In-house

£25.99 Out Now

Hard Disk Installable

Mouse/

Memory	Disks
1Mb	3

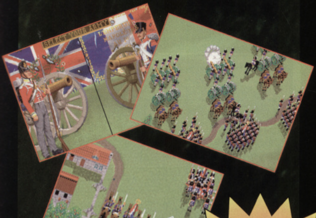
GRAPHICS	78%
SOUND	77%
PLAYABILITY	69%
LASTABILITY	69%
OVERALL	68%

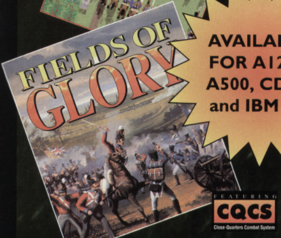
A1200
CD32

There's nothing going on for the A1200, but the CD32 version will be out at the end of September for £25.99, featuring a new intro and improved music. The gameplay will remain unchanged.

FIELDS OF GLORY

TOUGH DECISIONS AS THE BATTLE RAGES





AVAILABLE FOR A1200, A500, CD-32 and IBM PC

FEATURING CQCS Close-Quarters Combat System

Has your desire for battlefield leadership been fulfilled? Or, does the prospect of another wargame leave you cold?

Now, MicroProse present *Fields of Glory* for the Amiga: a game designed to break the mould of dull simulations.

The emphasis is on action and the heat is on you to make those crucial command decisions. The rich, vibrant sights and sounds of our Close-Quarter Combat System replace the tired interface of traditional wargames. You'll find that skilful 'against-the-clock' decision making is more important than historical knowledge.

***Fields of Glory*: the fury of real battlefield action. For A1200, A500, CD-32 and IBM PC Compatibles.**

SIMULATION

MICROPROSE

STARLORD

Welshy Nuttall was feeling sick, and more than slightly bored, so in a bid to cheer him up, our Simes brought out Starlord... (Oh dear — Everyone.)

"Ay up, it's Jason!" I cried, as the beaming face of MicroProse's handsomest PR bloke appeared around the door, closely followed by his body, legs, shoes, socks and pants. "I wonder what fantastic programming delights he's brought round for us this time."

"Oh. I hope it's another in-depth flight sim," groaned Matt, sarcastically, "I could really do with reading a billion page manual right now."

"Er, no, actually. It's a space-trading-combat game, and it's choice," countered the lovely Jase, in his finest Mancunian, ever-so-slightly-Terry-Christian drawl-cum-retch. "But it does involve a bit of flying," he elaborated before adding "er, respex due, top spanner."

"Aha. Thought so," said Matt, not-quite-so-hairily (he's had his beard snipped off, you see).

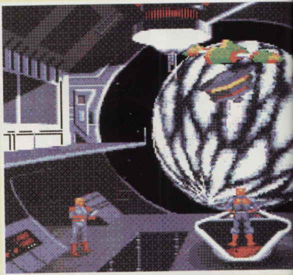
In an amazing new plot, never thought of before, your goal in *Starlord* is to become emperor of the universe, and to kill anybody and anything which stands in your way. Clever. It's a strange mixture of game styles (take bits from *Frontier* and the SSI wargames and you'll have a pretty good idea) which has you travelling from planet to planet, trading, battling and, preferably, conquering.

At the beginning, the only real way to get money — useful stuff for building up your fleet and buying extra bags of Monster Munch— is to trade goods between Yemid (your home star) and neighbouring planets, although you do start off with enough to build a half-decent army (presumably scooped out of some Yemidian pension scheme or other).

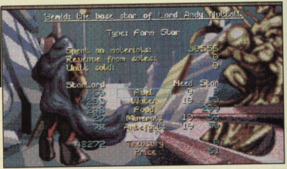
But to earn some real moolah (that's money, for the less street-wise — Simon.), and to become more powerful, you go out to fight, plunder and loot the other stars. Carefully planning each attack using battle tactics and formations, you knock the armies of each enemy planet in turn into a cocked hat — and then leave behind one of your children (who are gradually born throughout the course of the game, although you don't get to actually make them yourself, sadly) as the planet's ruler. He, or she, is then solely responsible for the planet's defences and stuff, which is damned convenient for you to up and leave for the next star.

Actually losing the battles is pretty difficult, because you can analyse the planetary armies using your library on Yemid — and, obviously, you don't pick on the bigger bunches until you're huge and hard. And even then, you still don't actually have to do any fighting, because the Autopilot is actually rather good at the old fisticuffs, and soon puts paid to any alien defences.

Starlord, then, works for two sets of Amiga gamers: battle-crazy simulation addicts who are normally at home with Impressions games and pushing little pieces of plastic around a board, or pacifists who don't like fighting, but fancy a virtually text-based trading simulation. In other words, for the majority of people, it's not very good.

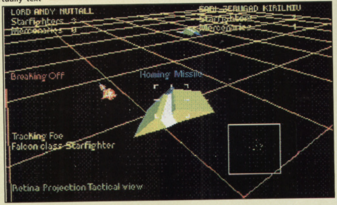


Just like in *Star Trek*, your Capital Ship has a bridge which you can stand on and preside over your crew. Er, just like Cap'n Picard, probably. Anyway, the point of the bridge is so that you can see out of the window — and tell which star you're approaching, which direction you're travelling in, or if there are any enemy spacecraft "engaged" (bit of Trekkie speak there).



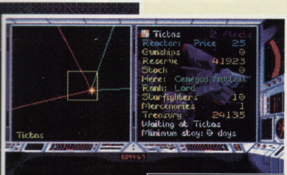
```
Yemid: The base star of Lord Andy Nuttall

            Type: Farm Star

Spent on materials:                 30556
Revenue from sales:                     0
Units sold:                             0

StarLord                     Need  Star
     65          Fuel           0     0
    233          Water         10    50
    248          Food               200
     27          Minerals      10    50
     78          Artefacts     10    50

  48272          Treasury             0
                 Price               51
```

At your Base Star, in my case Yemid, you can transfer all sorts of resources and cash between your home and your Capital Ship (the main ship in your fleet). It's kind of like a hole-in-the-wall bank machine, where you just nip back and stock up should your supplies fall a bit low.



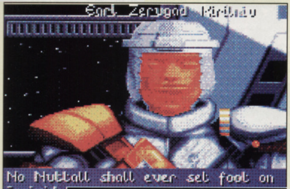
```
LORD ANDY NUTTALL              SABI-ZERUGAD KIRILNIU
Starfighters  3                Starfighters      2
Mercenaries   0                Mercenaries       1
```

This is the Retina Projection Tactile Display, which is supposed to simulate the next stage of VR where a virtual image is projected directly onto your eyeball — rather than via a telly — to give it added realism. A possible problem with this, though, is that you're looking at a telly anyway... Hey, just call me a realist, okay? (No we'd rather call you a leek-loving gimp — The World.)



Tictas 2 Fleets
Reactor: Price 25
Gunships 0
Reserve 41923
Stock 0
Here: Cenegod Nulloll
Rank: Lord
Starfighters 10
Mercenaries 1
Treasury 24135
Waiting at Tictas
Minimum stay: 0 days

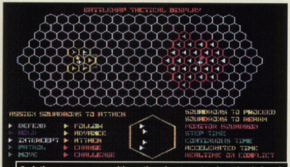
Obviously if you're going to do any planet conquering, you'll have to travel around a fair bit. To make the most of your little jaunts, it's best to get to know the travel agent — otherwise known as the Chart Room. From here you can select anywhere in the universe to travel, assuming you have enough fuel, along preset links between the Base Stars.



Earl Zerugod Kiriliu

No Nuttall shall ever set foot on Impixid.

Communications take place over a plain, simple TV (as opposed to the Retina Projection business mentioned elsewhere). The ugly muglies (for they are, all of them) appear on your telly, and squint at you, moving their mouths slowly up and down as their words appear "on-screen" (just for you again, Trek-fans).



Each time you wage war with another planet, you're given the choice of letting the computer fight for you, and skipping through to the result, or actually getting into the action yourself. Selecting the action first brings up the Battlemap, which you can use to plan out your strategy before the battle commences. My boys are on the left, and the enemy is hotly positioned to the right. Er, does the name Custer mean anything to you, boy?

THE VERDICT

As far as space-trading-combat games go, **Starlord** is probably the definitive. It's set in space, which is always a good start for a space game, and the idea is to trade, then combat, then trade some more, and then, er, combat a bit. Ad infinitum. Not exactly the most inspiring scenario ever, I trust you'll agree. The trouble with it is that it's overly simplistic — although it's not an easy game, it does limit what you can actually do. Comparing it with **Frontier** is inevitable, but in some ways unfair, because they are aiming at two different groups of people. Frontier appeals to explorers, people who like the idea of travelling around between planets, hastily scribbling down the prices of 30-odd minerals and other cargo, or smuggling contraband into a heavily-policed world. **Starlord** is more of a wargame set in space, with a sole aim of conquering the universe and seating your offspring firmly into the chairs of power. Conquering the universe is less of a shoot-'em-up, and more of a strategy game — with most of the battle plans laid down before you even launch a ship. Arranging your fleet into different formations can be, well, interesting, but the main thrust of excitement — in fact, the only thrust of excitement — comes when you actually manoeuvre your little ships around in 3D space, and shoot at the enemy. This is the area in which it most competes with **Frontier**, however, and even though **Frontier** had its faults, the fighting bits were difficult to master. In **Starlord**, though, I found myself winning almost every battle right from the start. And when you take the fighting away, the only things which are left are trading, pitting wits against potential enemies, and planning out your battles — and to this end, the game could quite happily take place on the high seas, in a World War 2 desert scenario, or anywhere you like. **Starlord** is a strange hybrid of sub-standard parts which, together, provide an interesting diversion for a few hours, but it's hardly the satisfying challenge you'd expect from the simulation masters.

A500/600

Publisher: MicroProse
Developer: Third Millennium

£34.99 Out Now

Hard Disk Installable

Mouse/Keyboard

Memory 1Mb
Disks 3

GRAPHICS 65%

SOUND 57%

PLAYABILITY 50%

LASTABILITY 56%

OVERALL 56%

A1200
CD32

No extra-special versions planned, although it does run much more smoothly on an A1200. But then so does an ant.

DETROIT

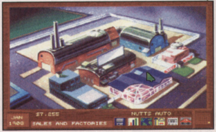
Stuck for new strategy ideas, Impressions turns to the automobile industry for inspiration; and, strangely, comes up with a good game. Andy Nuttall praises god that it isn't another bloody footy manager.

The genre of the management simulation is rarely a happy one. Football management games come, do very nicely thankyouverymuch, and then football management games go again. They regularly make it into the charts — indeed, both *On The Ball* and *Tactical Manager* reside in the Top Five even now.

The same can't be said, though, for their innumerable cousins, the 'other' sports sims. In the past, gamers have worn the towel of a Boxing manager, the overalls of a Formula One administrator, the jockstrap of a Rugby League, er, person in charge — but never in the huge numbers of their footy rivals.

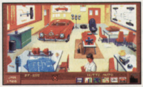
Now, Impressions is settling down for a battle of the sims with *Detroit*, a car-building simulator giving you the chance to "change automotive history," by designing, marketing and building your own cars. Starting in 1908 — the heady days of Henry Ford — *Detroit* supplies you with a basic research, design and manufacturing plant, $60,000, and the design for a prototype car. Mmmmm…

Other car manufacturers have already come up with cars of their own, (including Ford, Armand Peugeot and Karl-Friedrich Benz, car-fans), so the prototype designs of yours must be based on already-proven shapes and sizes. Building cars with *Detroit* is rather like making a photofit picture; piecing together pictures of boots (or 'trunks', as Americans would have it), bonnets and, er, middle bits to satisfy ever-hungry consumers.

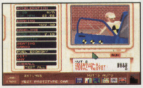


The Main Factory screen is a typical example of what Impressions call 'Hidden Button' screens. Embedded behind the picture of the factory are six hidden buttons, each of which correspond to a building. When you position the mouse pointer over the building you want to enter and click, you go there — which is much simpler than the usual bunch of icons which litter management screens. The mouse pointer is intelligent, too, in that it displays the name of each button it points to — which makes choosing the next screen even easier.

Depending on how much money you make from your first 'safe' car, you can set some aside for research; and the more you plough in, the bigger the jump you'll have over your competitors' designs in the future. Loads of different types of car can be made, up to the year 2008, from sports cars through to four-wheel drives. And it's this side of the business which is most important in *Detroit*. You can do all the designing of new car bodies, engines, brakes and other bits that you like, and test them to the peak of their performance; but all the while your competitors are doing the same — and, as you can probably imagine, one-upmanship is everything in the car industry…



If you want to go far in automobile design, this is a screen you'd better get used to. This is where all of your research and design engineers work. Clicking on the engineer brings up the Research menu, which enables you to pump people into one of seven areas of car parts — brakes, suspension, engine and so forth. Around the screen there are also, variously, cooling, safety and luxuries — the last only applying when you have lots of money to spend on frivolous items for the really well-off.



The Test screen gives you the chance to put your new car design through any of five rigorous tests. Normally, when you first piece together a prototype car, it's a good idea to do all five. This involves the computer going away for a moment, simulating each test — such as acceleration, braking and fuel economy — which you can watch as they go along. Well, 'watch' might be a slight overstatement, because pictures like this nice young chappie are all you'll get.

THE VERDICT

Although I'm partial to the odd footy management sim when it comes into **The One**'s office, it's generally only to have a break from the never-ending trot of platformers, shoot-'em-ups and crappy Sensi-clones. And I'm partial to a bit of footy. Car games, though — well, when you're talking **F1GP** or **Micro Machines** I'm there with the rest of them. But a car building simulation? I wasn't exactly champing at the dipstick, let's put it that way. Anyway, to cut a very long and boring story short, I actually rather like **Detroit**. It's not a trouser-combuster, or a joystick-splitter, but more the kind of game which you can spend whiling away the hours of a Sunday while the rain beats down outside. Because, like so many footy sims, the main thing you need for a really good game of **Detroit** isn't a keen eye for business, but good old Father Time. Skill in car designing and manufacturing is built up over a long period, but it's not essential immediately. One of the three manuals provided contains a detailed tutorial, which takes you through the first month of production and enables you to cobble together some kind of profit. And it's only then, after the first half-hour's play, that you realise just how long it will take for you to reach the year 2008, 100 years later. This is a BIG game, a good game, and a great diversion from the other, now run-of-the-mill, management sims.

A1200

Publisher: Impressions
Developer: In-house

£34.99 Out now

Hard Disk Installable

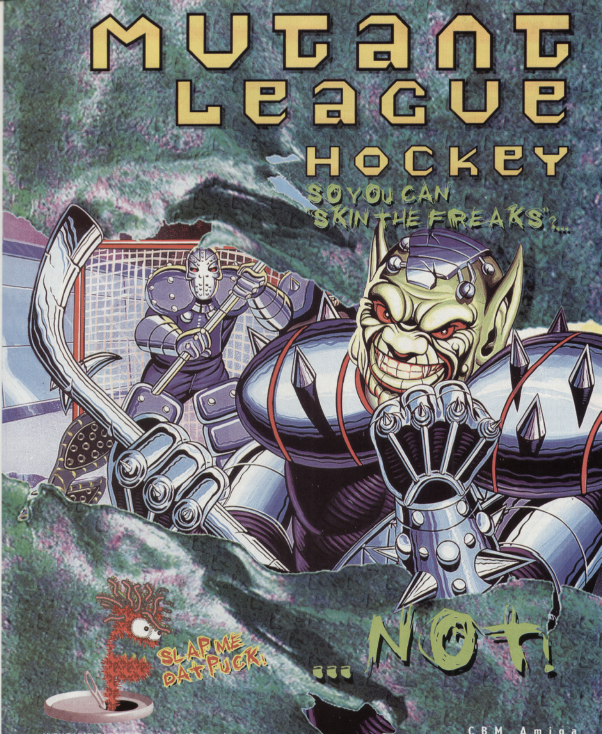
Mouse/Keyboard

Memory	Disks
2Mb	2

GRAPHICS	67%
SOUND	65%
PLAYABILITY	75%
LASTABILITY	81%
OVERALL	78%

A5/600
CD32

A500/600 owners will be pleased to note there's a non-AGA version already out there in the shops. Differences include fewer colours and, er, that's it. No CD32 version is planned.


MUTANT LEAGUE HOCKEY
SO YOU CAN "SKIN THE FREAKS"?...
...NOT!
SLAP ME DAT PUCK!

MUTANT LEAGUE HOCKEY is a trademark of Electronic Arts.

ocean

CBM Amiga
A500
A600
A1200

OCEAN SOFTWARE LIMITED . 2
CASTLE STREET CASTLEFIELD . MANCHESTER . M3 4LZ .
TELEPHONE: 061 832 6633 . FAX: 061 834 0650.

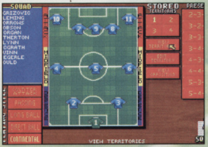
CLUB FOOTBALL - THE MANAGER

With over a year of design, and more refinements than *Mercedes'* promised Supermini, Imagine Home Entertainment thinks it's created the ultimate management title. Andy Nuttall dons a poodle perm.

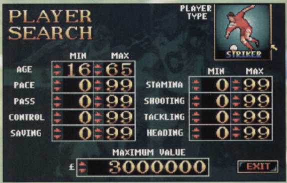
It's always the way; buses, weddings, friends' birthdays and decent strategy games. You wait for ages, and then a few come at once. With the glutton of soccer arcade games released just in time for the World Cup (and one or two just in time to miss it — no need to mention any names, the culprits know who they are), it's surprising that there weren't more strategic titles released. Perhaps it's because footy management freaks have become bored with the endless variations and supposed innovations these newer simulations have tried to implement. Strip away the fancy visuals and you discover that, essentially, the only thing radical about modern management games is, er… nothing.

But that's rather a pessimistic view, and one that isn't strictly true either. After all, *On The Ball*, *Tactical Manager* and now *Club Football - The Manager* are completely different in presentation, using less traditional approaches to the management field to take it away from the statistic buffs and into the laps of the general public — *On The Ball* is particularly true of this statement.

Club Football, however, takes a far more recognisable standpoint. For most options you're presented with simple visual menus to play with and a standard layout of player and team information which makes it all so recognisable, there's no need to even consider going anywhere near a manual if you've played this type of game before. The one other thing it does that I've always found a crime is involve the player in all aspects of running the ground as well as the team — stand improvements, dealings with the bank — even setting the price of objects in the stadium shop!



The strength behind *CFTM* is the sheer weight of the tactics section. Here you can lay out your team by dragging each player's shirt to a position on the screen, and then define their 'footprint' — the area they work within during the match. This system allows you to see at a glance where all your weak spots are, as well as spot all your opposition's.



PLAYER SEARCH

PLAYER TYPE: STRIKER

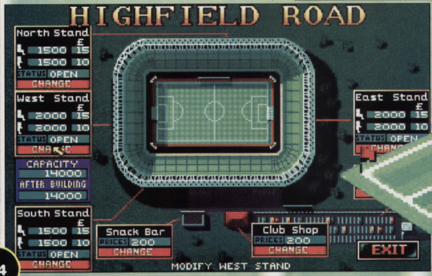
	MIN	MAX
AGE	16	65
PACE	0	99
PASS	0	99
CONTROL	0	99
SAVING	0	99

	MIN	MAX
STAMINA	0	99
SHOOTING	0	99
TACKLING	0	99
HEADING	0	99

MAXIMUM VALUE £ 3000000

(*Above*) The Player Search screen allows you to specify exactly what kind of player you're after (as I'm sure you can work out for yourself). As you can see, there's a wide age band, meaning that you may even be able to tempt Greavsie out or retirement,. And then put him down like a sick horse.

There are a lot of things in the game that don't directly relate to the actual task of football management, such as ground improvement and running the club shop. Thankfully, you don't actually have to take part in these things, as they can quite easily work along under their own steam, but learning how to use them will make you more money in the end.



HIGHFIELD ROAD

North Stand £
1500 15
1500 10
STATUS OPEN

West Stand £
2000 15
2000 10
STATUS OPEN

CAPACITY 14000
AFTER BUILDING 14000

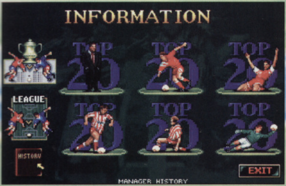
South Stand £
1500 15
1500 10
STATUS OPEN

East Stand £
2000 15
2000 10
STATUS OPEN

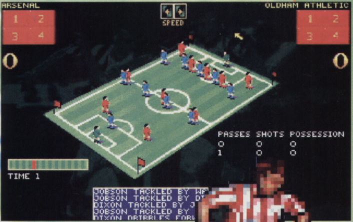
Snack Bar
PRICES 200

Club Shop
PRICES 200

MODIFY WEST STAND



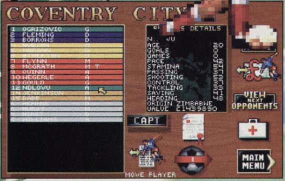
Rather than overload the player with text, designer Keith Wadhams decided quite early on to make the player interface as easy to understand and as intuitive as possible. As a result, all the option screens have these large, recognisable options all over them. The logical layout of the game also means that you can easily find the option for whatever you want to do without searching through a hundred and one menus



```
PASSES SHOTS POSSESSION
0      0     0
1      0     0
```

```
JOBSON TACKLED BY WA
JOBSON TACKLED BY DI
DIXON TACKLED BY J
JOBSON TACKLED BY
DIXON DRIBBLES FORW
```

From the the main match screen you can see how the layout of your players matches up to your opponent's, as well as where all the weak points are. Whenever something interesting happens in the accelerated time, it cuts to a small action sequence viewed from above, where well-animated players actually show you the situation itself.



```
1  OGRIZOVIC   G
2  FLEMING     D
3  BORROWS     D
4  ROBSON      M
5  MORGAN      D
6  ATHERTON    D
7  FLYNN       M
8  MCGRATH     M T
9  QUINN       A
10 WEGERLE     A
11 GOULD       G
12 NDLOVU      A
14 JENKINSON   A
15 BABB        M
```

```
P    S DETAILS
N    VU
AGE          20
GOALS
GAMES
PACE
STAMINA
PASSING
SHOOTING
CONTROL
TACKLING
SAVING
HEADING
ORIGIN ZIMBABWE
VALUE £1439890
```

There are about a dozen or so statistics for each and every player in *CFTM*, but most of them are actually hidden from the person playing the game. Sure, you get all the usual guff on how fast, old and experienced they are, but what you don't get are the scores for their intelligence or initiative. Those are things you have to work out for yourself as the game goes on.

THE VERDICT

What can I say? I've been completely blown away by this incredibly deep and detailed game! In the same way that **On The Ball** draws the player in by portraying the footballers as real people, this game will have you hooked from the start with its unique and usable tactics system. Where other games merely let you set up the rough positions of the team through a formation setting, the genius of being able to define each player's 'footprint' — thereby using the player's stamina and speed to their best ability — gives you so much more involvement in the team itself. You end up watching individuals over the course of a few matches, and in time you learn to hone your team layout so that you play the best game you possibly can. The presentation is simple and clean. It's no problem at all for an experienced management player to find their way around, but by the same stroke the large, easily recognisable icons (plus the fact that whenever your mouse pointer is over an icon, a text message appears at the bottom of the screen telling you what the image actually means) makes it ideal for the complete novice. There is a hell of a lot for the beginner to look out for, which is why Imagine has been kind enough to start the player off with a functioning ground, a working shop and a decent bank account. This way, you can ignore everything except keeping the team mechanics, and the game will potter along nicely, leaving you to learn the game itself. That said, you can do a lot better in the **Club Football** by actually working everything at once, but that takes a great deal of concentration. Mind you, it also brings a great deal of satisfaction in the end. **Club Football - The Manager** is a lot of fun to play, and you'll waste a lot of your life playing it. Easily as good as **On The Ball**, but there are enough different reasons to merit owning both.

A1200
CD 32

An AGA version of *Club Football* is planned for the end of this year, featuring 256 colours. A CD32 version is also planned for the beginning of next year, with the glorious AGA visuals, and maybe even recorded match commentary!

A500/600

Publisher: Imagine Home
Developer:
Teque

£25.99 Out Now

Hard Disk Installable

Mouse

Memory 1Mb

Disks 1

GRAPHICS	82%
SOUND	80%
PLAYABILITY	93%
LASTABILITY	92%
OVERALL	90%

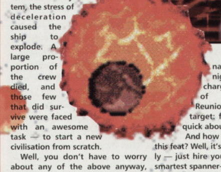
REUNION

If there's one man who knows about space exploration, it's William Shatner. Unfortunately, he was a bit busy, so Matt Broughton stepped in at the last minute to fill his shoes. Not to mention his pants. God we're mature.

Stand back, because just for a change we have here a game with a plot so interesting that it could possibly have come directly from the quill of Lord Arthur C Clarke or Sir Susan Asimov. Possibly not…

Reunion tells of how, by the end of the 26th Century, man had reached a level of technology which allowed him to explore space in a way never possible before. Gargantuan colony ships set off towards the outer reaches of the universe in search of Earth-like planets to set up home on.

After many years, a likely star system was located, but as the massive — nay — elephant-like ship moved nearer, an uncharted asteroid field damaged the warp generators, and though the ship managed to reach the system, the stress of deceleration caused the ship to explode. A large proportion of the crew died, and those few that did survive were faced with an awesome task — to start a new civilisation from scratch.

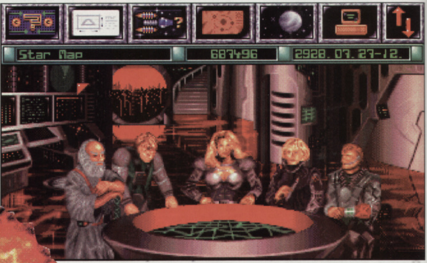


Well, you don't have to worry about any of the above anyway, because it's now 2927 and New Earth has reached about the same level of technology that Earth had before you left. I say 'you' because you're actually the President of New Earth which, though generally great fun, means that you have to answer to the people — and right now, the people are asking big-time. You see, they want to go home.

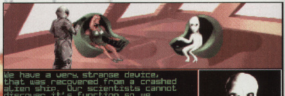
So, bold crimson navigator of the night, you have been charged with the task of running project Reunion, with one simple target: find Earth. And be quick about it!

And how are you to perform this feat? Well, it's pretty simple, really — just hire yourself some of the smartest spanner-heads on the planet and tell them to invent tons of groovy things like space ships, big guns, and those little bits of carpet that go on top of the toilet.

Along the way you'll discover new planets to colonise and mine, hostile aliens, friendly aliens, and a superb number of techno-toys to play with. It's all a bit daunting to start with, but I'm sure you'll be okay…



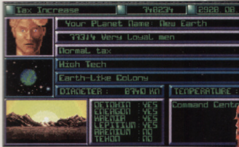
(*Above*) This is the main control screen, showing me (the babe in the middle — arooga!) and my hapless gang of advisors. The icon panel along the top of the screen takes you into the various sub-menus — as does clicking on different areas of the screen — accessing the development screen, fleet info, star map etc. As new inventions become available to you, an image of your new toy appears from the *Star Wars*-like holo-table thing. Gosh.



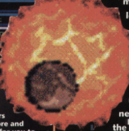
```
We have a very strange device,
that was recovered from a crashed
alien ship. Our scientists cannot
discover it's function so we
thought that, for a modest fee,
you could have the alien item.
```

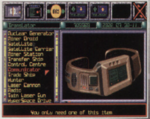
Aliens aren't always nasty, in fact these Communion looky-likeys are damn courteous. Play your cards right with these little darlings and you could receive all manner of futuristic toys in exchange for for a small jar of jelly babies (those little white devils just love 'em). Did you know that in the future, you won't have to go to the toilet; you'll just enter a Virtual Cyberlav and wet yourself. Brilliant, eh?

Even though for most of the game your thoughts are elsewhere, you mustn't forget about the little people that live on New Earth, or any of your colonised planets for that matter. As well as listening to their requests for niceties (stadiums, recreation and other stuff) you need to monitor their attitude towards your taxations, not to mention providing enough living space and food for them. This bloke doesn't look very happy does he? I bet if he grew his hair a bit bigger, he'd look just like Steve Iles.



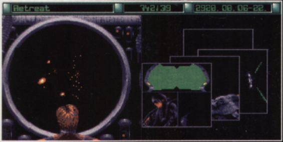
Tax Increase
748234
2928.08.07-00.
Your Planet Name: New Earth
77314 Very Loyal men
Normal tax
High Tech
Earth-Like Colony
DIAMETER : 8740 KM
TEMPERATURE :
DETOXIN : YES
ENEAGON : YES
KREMIR : YES
LEPITIUM : YES
ARENIUM : NO
TEHON : NO
Command Centr





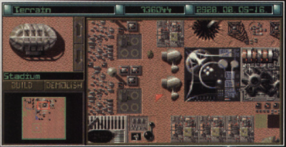
Translator
705569
2928.07.30-11.
Nuclear Generator
Miner Droid
Satellite
Satellite Carrier
Miner Station
Transfer Ship
Control Centre
Communicator
Trade Ship
Hunter
Laser Cannon
Radio
Twin Laser Gun
HyperSpace Drive
You only need one of this item.

When the game first starts, you have fairly limited technological means. As time passes, your developers will start to design more and more interesting toys for you to play with. Most of the inventions are triggered by a specific problem, so, for instance, this translating communicator won't be invented until you come across an alien race who talk gibberish. Bloody foreigners — why can't they just speak English?



Retreat
742139
2928.08.06-22.

When you encounter a hostile alien race, your mighty space fleet can be dispatched to protect your precious worlds. Here, fighting ships are shown as radar blips, accompanied by sharp little animations. Should you lose, your ground forces can save you, but some of the aliens are complete gits, so make sure you spend time building up your forces. These battles are very pretty and draw your attention back from those 'quieter' moments.



Terrain
736044
2928.08.05-16.
Stadium
BUILD
DEMOLISH

If you want happy campers on all of your colonised planets, you need to think about how you furnish your populace. In a *Dune 2*-like sub-section of the game, *Reunion* allows you to indulge in a bit of God-like creation, shaping your worlds with the touch of a button. If you want a loyal, healthy gang, you need to keep an eye on food production and housing. You also need to make use of mine shafts and derricks to utilise each world's natural resources.

THE VERDICT

A500/600

Publisher: Grandslam
Developer:
In-house

£35.99 Out Now

Hard Disk Installable (1.5Mb only)

Mouse

Memory	Disks
1Mb	5

GRAPHICS	86%
SOUND	85%
PLAYABILITY	81%
LASTABILITY	80%
OVERALL	80%

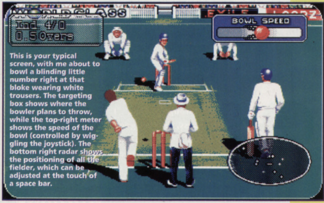
Reunion is, in the words of Merlin, "...a dream to some, a nightmare to others." Why? Well, it's a big game. The main game that I played for this review lasted for about a day and a half, and considering how many items I still had left to invent, I'd say that I was probably only about three quarters of the way through. That, I guess, is the good news — but the bad news is that you'll need the patience of an saint to get this far without a hard drive. To say that Grandslam has produced a disk-swapping bonanza is an understatement, and if you have anything less than an A1200 with a second drive, you need to be really sure that this is the game for you. I made the mistake of starting this game on a hard disk and then moving to my A1200, and boy does it make a difference. After a few minutes play, it seems that every minuscule click of the mouse sends you off to Disk Land, with only a sandwich for company. Of course, this is (as Grandslam points out) the only way to get games of this size onto the Amiga, and in the same way that fans of the graphic adventure genre accept eleven disks as the norm, I imagine anyone chasing after a game of this scope will take the same view. Gameplay-wise, **Reunion** has oodles to offer, with the only real criticism being that it's perhaps a bit slow in the beginning. There's also a bit of annoying repetition as far as collecting minerals from mining installations on other planets. This is a task you have to constantly perform, sending ships to and from New Earth, loading and unloading the precious ores. **Reunion** has a hell of a lot to offer, but only to those with time on their hands. If you've got a hard drive, take it as read that you can add at least a couple of percentage marks to both the playability and the overall score. Absorbing stuff, and no mistakin'.

A1200
CD32

If you play Reunion on an A1200 you will profit, as the machine will load more into the memory, thus facilitating less disk accessing throughout. An A1200-specific version will be out in a month or two, featuring 256 colours, and full speech. This, however, will be hard disk only. An identical version to this will also be out on CD32, with the possibility of a CD soundtrack.

Graham Gooch WORLD CLASS CRICKET

TEST MATCH SPECIAL EDITION



This is your typical screen, with me about to bowl a blinding little number right at that bloke wearing white trousers. The targeting box shows where the bowler plans to throw, while the top-right meter shows the speed of the bowl (controlled by wiggling the joystick). The bottom right radar shows the positioning of all the fielder, which can be adjusted at the touch of a space bar.

"Morning everyone. We awoke this morning to the first crack of a jackdaw's fart. Marvellous effort by the jackdaw, I thought, a marvellous effort indeed. Oh look, Matt Broughton's LBW — Living But Weak."

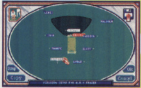
Computer games are always being accused of getting kids interested in the wrong things (drugs, violence, and Thora Hird) but are very rarely credited with involving them with anything decent. Take me for instance; the first 'proper' book I ever read was the *Hobbit*. Why? Basically because I had the *Hobbit* adventure game on my Spectrum and got bored asking my mum what Bard was likely to do, or what happened in the Elvenking's Halls.

Similarly, I was never really interested in football (that's because you support West Ham, mate — Simon.) but since I joined *The One* team and began learning the rules, tactics and positions — all thanks to *Sensi* — I enjoy watching footy a lot more because I understand what's going on.

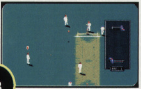
Audiogenic's *World Class Cricket* also falls into this category. Because now, after many years of staring blankly at those enormous scoreboards when I happened to accidentally turn on to BBC2 to find lots of blokes dressed in white jumpers 'standing around', I understand much more about the game they call boring.

I also know about leg glances, overs, slips, and nighties. Oh yes, there's not much I don't know about cricket, er... as long as it's on the Amiga. And is in this game.

WC Cricket — an unfortunate abbreviation, don't you think? — (do they play on WC Fields? — Harry) is an extremely simple cricket simulation, offering you a disk full of your favourite teams to choose from, allowing you to change names, alter fielding positions and, er... hit balls quite hard. It's all very pretty, but, I hear you ask, what's toilet cricket like? Well follow me into the pavilion for a quickie...



You can tailor the fielding positions using this simple editing facility. Here you can create a specific strategy for each bowler, and even save them so that they come up automatically every time that particular fella comes into play. Not bad, eh?



Apart from editing the formation, you don't really have a lot to do with the fielding. Once either you or your opposition has given the ball a good wallop on the main screen, the view switches to this, showing your happy chaps running around and throwing the ball back and forth. Gosh, don't they look like they're having fun?

THE VERDICT

WC Cricket ought to have two separate reviews really, because batting and bowling are completely different beasts. Batting is infinitely more fun than bowling, with a simple 'joystick in one of eight positions' shot selection that really does give satisfaction when you choose correctly and time perfectly. The computer intelligence is smart enough to make you really think about each shot, with no real 'safe' or 'cheat' shots available. Bowling, on the other hand, is a bit yawnsome. The computer is just too difficult to get out, and after hours and hours of play, the only way I found I could keep him under control, was to bring literally every fielder right up to the wicket and then keep fast bowling to the batter's heel. This way, you limit the computer to scoring either no runs or just the odd one, occasionally running out the batter through luck. As you might imagine, this doesn't exactly do much for the old fun buds. The graphics are very nice indeed, and the limited sounds provided are adequate. The editing facilities are well thought out and allow you to quickly swap your team around until you're happy, while the fielding editor is also presented in a very user-friendly way. Apart from the almost unbeatable CPU batting, criticisms come in the form of your computer-controlled fielders. Once you've bowled as best you can, you have to sit back while your fielders do their thing, sometimes clumsily overthrowing and giving away precious runs left right and centre. Other than this, it's really all down to whether cricket turns you on or not. I didn't think it would, but I've certainly had above a fair dose of fun while reviewing this. Mind you, most of that was while batting...

A500/600

Publisher: Audiogenic
Developer: In-house

£29.99 Out Now

Not hard Disk Installable

Joystick/mouse

Memory 1Mb | Disks 2

GRAPHICS 86%

SOUND 79%

PLAYABILITY 71%

LASTABILITY 78%

OVERALL 78%

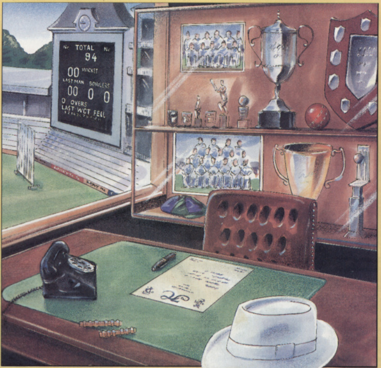
A1200
CD32

There are no plans for an enhanced version, as it would apparently involve a complete rewrite. Audiogenic is however offering owners of the original Graham Gooch World Class Cricket a bargain trade-in with their disks for £15.00. Any interested parties should call 081 424 2244.

IT'S FAR TOO LONG TO FIT IN HERE

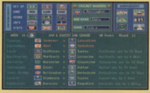
CRICKET MASTERS VERSION 2
COMMODORE
AMIGA
1MB RAM

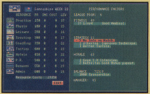
ESP



Cricket Masters

REALISTIC TACTICAL COUNTY CRICKET MANAGEMENT GAME





This exciting strategy simulation concentrates on the management aspects of an English County Cricket Team. You will have to make decisions over a wide range of activities which will effect results on the field, the County's finances and ultimately your fate as Manager. The game was created by a lifelong cricket fan and anyone interested in cricket should find this game an interesting challenge.See the feature list below for further details about the contents of this intriging strategy game. © 1994 E. & O. E.

• Manage any 1 of the 18 county squads • Full season including league and cup competitions • Choice of Attacking, Normal or Defensive Tactics for batting, bowling and fielding or computer controlled • Follow matches either in detail or at scorecard level only • Team selection and specific fielder settings • Six types of batsmen • Five types of bowlers • Multiple skill ratings including form and fitness • Player contract negotiations and morale • Seven varied match conditions including weather • Investment in ten different resources • Ticket pricing • Comprehensive scouting facilities • Various options • Absolutely loads of statistics • Extensive printing facilities • Squad editor • Full instruction book

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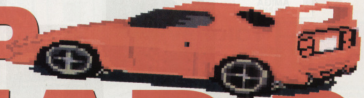
TRADE ENQUIRIES WELCOME.

TOP GEAR 2



Andy Nuttall's a puzzled man. After the peaks of the Lotus trilogy, and the pits of Mansell, he finds himself playing a fifth Gremlin racing game. When the tyres have stopped squealing the tired and emotional celt feels bound to ask the burning question: "Why?"

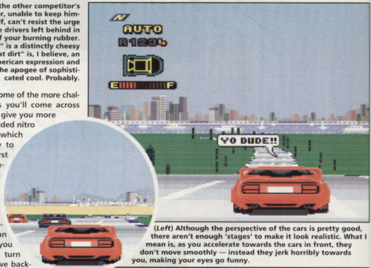
It's a good couple of years since I played Gremlin's *Lotus 2*, but before we got *Top Gear 2* in for review I dug it out of my cupboard, dusted it off and slammed it into my Amiga. And blimey, if it isn't still brilliant after all this time. All those different tracks, loads of weather conditions, and a cracking two-player mode. Back when it first came out, everybody said that the softies would be hard pushed to come out with a better game — something which has later been proven by Gremlin itself, with the release of the singularly awful *Nigel Mansell's World Championship*, and now the rather er...averagely good *Top Gear 2*.

If *Lotus 2* had never been released, then *Top Gear 2* would be fighting grittily for pole position alongside the likes of *Crazy Cars 3* in the racing games stakes. It's got everything, really — a good 3D effect, creating an excellent feeling of speed, tons of different tracks and a whole host of weather effects. There's a shop in there, stocking plenty of little bits and bobs to stick in your car — always a favourite in most types of game. And just to complement it all, the in-game music's rather up-beat and exciting, in a working men's combo kind of way.

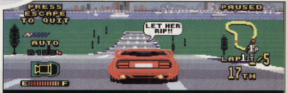
The 64 tracks are challenging and diverse, not so much mapping out accurately the real Formula One tracks as making the later courses more twisty and turny — so by the time you reach the later levels you'll find the whole course a series of hairpin bends. On some of the more challenging circuits you'll come across pickups, which give you more money or an added nitro — both of which come in handy to make it first through the finishing line.

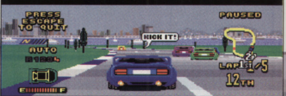
It does score over *Lotus* with a couple of interesting features. For example your car can reverse. While you can't actually turn around and drive backwards(as you can in *Formula One Grand Prix*), reverse is useful for grabbing any pickups which you miss. Little touches like this certainly make *Top Gear 2* more enjoyable, but do they make it a good game? Ooops, I nearly forgot: *Top Gear*'s back and this time it's *2!*

As you pass the other competitor's cars, your driver, unable to keep himself to himself, can't resist the urge to yell at the drivers left behind in the wake of your burning rubber. "Yo! Butthead" is a distinctly cheesy one, while "Eat dirt" is, I believe, an American expression and consequently the apogee of sophisticated cool. Probably.

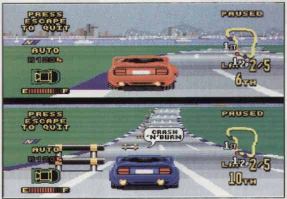


(*Left*) Although the perspective of the cars is pretty good, there aren't enough 'stages' to make it look realistic. What I mean is, as you accelerate towards the cars in front, they don't move smoothly — instead they jerk horribly towards you, making your eyes go funny.

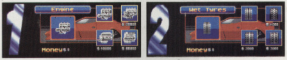




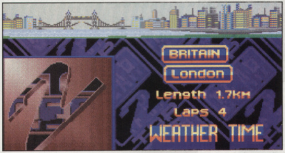
The nitro option is the most exciting addition to your car. When it's activated (by pushing up, and stabbing the joystick button three times, if you're wondering) your car accelerates smoothly away and screams past the cars struggling nitro-less in front. You only get a certain number, however — and every other car has a similar capability.



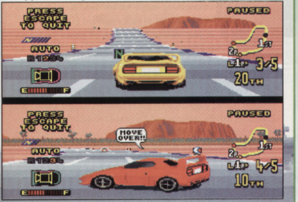
Obstacles adorn some of the more difficult circuits. Normally taking the form of a barrier, a log or the occasional ball of tumbleweed, they can send you spinning off the track. But the strange thing is that they don't affect the computer cars — which is unfair.



At the end of each race, depending on your finishing position, you're awarded a number of points (for the driver's championship) and a sum of money to buy extra bits for your car. The list of accessories includes dry and wet tyres, supercharged engines, more efficient gears and even a free respray!



You're given the chance to race all around the world — on a total of 64 tracks, in 16 different countries, to be exact. Each offers, as you would expect, a different range of testing bends and long stretches ideal for using nitro. And, as an extra special touch, the backgrounds are simple representations of the country you're in. Hang on, is that Tower Bridge in the distance?



The pickups which appear randomly on certain circuits add either performance to your car, or money to your purse. Quite who drops $1000 in the middle of a track is unclear, but rather than handing it in at your local bobby shop, as it were, it's advisable to spend it on souping up your motor.

THE VERDICT

Hang on... haven't we seen this before somewhere? I was going to try to avoid using the phrase "just another racing game" in this review, but sadly that's exactly what **Top Gear 2** is. The main thing I don't understand is why Gremlin, which already has the best and worst racing games, feels the need to release a game which is somewhere between the two. For reasons of balance, presumably. The biggest thing which disappoints me about **Top Gear 2** is something which has dogged just about every racing game I've ever played. Some of the tracks include obstacles — barriers and the like — which obviously you have to dodge to continue racing. If you hit one, you spin off the track — which is one up on **Lotus**, where if you hit something you simply slowed down to a crawl. However, for some strange reason the computer-controlled cars aren't affected by the objects strewn around the road. And good though **Top Gear 2** is, there's nothing more infuriating than slowing your car around a bend to avoid a bunch of barriers, only to be overtaken by a CPU car using his nitro overdrive and steering through the obstacles as if they weren't there. Still, there are good points too. The pickups are an interesting idea which, as far as I know, haven't been featured in other racing games, while the nitro option is accompanied by a rousing jet-engine sample which really gives a feeling of speed (assuming you have sound effects switched on). And also the prize money is nicely balanced, which means that you really need to get up there in the qualifying to earn enough to soup-up your car. Your opponents will be doing exactly the same, and if they beat you too many times, their cars will keep on getting faster and faster. These niceties aside, though, **Top Gear 2** is a game which can hold its head well above the distinctly average **Nigel Mansell's World Championship**, but it doesn't touch the excellence of **Lotus 2**, even two years on. Shame.

A1200

Publisher: Gremlin
Developer: In-house

£29.99 Out Now

Hard Disk Installable

Joystick

Memory 1Mb | Disks 2

GRAPHICS 75%

SOUND 70%

PLAYABILITY 77%

LASTABILITY 80%

OVERALL 74%

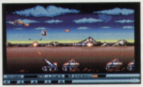
CD32
A5/600

Hmmm, let's see... well, the CD32 version of *Top Gear 2* will be the same price, and will, in fact, be exactly the same as the A1200 version. But the A500/600 game will probably have fewer colours.

STANDARD DEVIATION

On his way home from the planet Thrang, Capt. Matt Broughton discovered that he was the only human left alive. Fortunately, he was driving a space lorry full of Monster Munch at the time. Phew! That was close.

It's easy to do, I guess. I mean, you sit down to draw up a plot for your unoriginal shoot-'em-up, and end up so immersed in the 'great story-line' that you forget to include anything vaguely resembling the game. I mean, look at Standard Deviation...



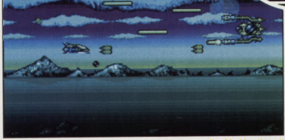
Well blow me down if this little fella doesn't look as familiar as my mum! It would appear (although I could be wrong) that by collecting these cleverly represented power-up icons, you light a number of different weapons available at the base of the screen. When you hit space, you select the weapon currently lit. Hmm, sounds ever so vaguely familiar. Any one for a cup of libel?

"The year is 2278 and the intergalactic war has been with us for over a hundred years." Okay, that's the first sentence. We're all ready for an explanation... "Earth Central has just introduced a new deep-space ship to explore space. Its name is Standard Deviation MkII" Oh. I see. So what you're saying is: firstly, after 100 years of war, you're building exploration ships and, secondly, to offer some reasoning behind the game's title, you've decided to call it Standard Deviation. Right. Very clever. Please go on...

"My orders were to test this new ship in a deep-space voyage; that was until Earth central requested all ships return to Earth." Okay, let me step in here and speed things up a bit. The rest of the story goes that upon returning to Earth, the ship finds all communications down, not to mention an ominous "LIFEFORMS — UNKNOWN" message on his planet scanner. The Orbiting space station (spelt with a capital 'O' for some reason) was not in it's (spelt with an unnecessary apostrophe) correct phase, leaving the pilot to enter the planet's surface (this time with a correct apostrophe) to find out what's happened to everyone.

Well, we've had better plots and we've had worse, but as soon as you press fire, you're into a Project X clone, with some sort of fighter craft (where's the deep-space explorer from the plot?) being attacked by all manner of alien life.

You've got your six basic levels — each with a different scenario and parallax background — a bonus round, four different weapons and a shield to collect, and, er... that's it. So what are the scores on the doors, I wonder?



In a totally radical turn of events, each level has a guardian blocking the exit to that sector. Though I'm pretty sure we've seen this sort of thing before in a shoot-'em-up (or two), I don't recall ever seeing one quite so small. Methinks perhaps the programmer missed the point here. Never mind.

THE VERDICT

Erm, well there's not a hell of a lot to tell you about really. This is, without a doubt, the most blatant Project X rip-off that I've ever seen (right down to the 'fly-very-quickly-thought-the-tunnel' sequence that acts as a bonus level). Graphically, the game has some nice touches, with well animated aliens and a nice '50-frames-a-second-ness' to it. Unfortunately, all of the above is let down by a very elderly looking, cardboard cut-out parallax background. The Project X power-up 'P's are in there, along with a few weapons to play with, but other than some fairly well designed attack patterns, we've seen it all before. There are some decent sound effects, mainly in the form of techno tracks and sampled voices, but, as with the graphics, there's nothing radical enough to trick you into thinking you're playing anything particularly new. The levels all seem to suffer from long periods of emptiness, where you just float along waiting for the next wave of bad guys, but considering the shortness of each level, along with the generally unchallenging guardians, there's not really enough here to warrant £25. I think the programmer of Standard Deviation will produce something much better next time, because there is a lot of skill apparent in this game — it just seems to be one of those instances where there's a lack of knowledge as far as market and player requirements go. If I had to give advice, I'd say that you should credit the player with more skill, not to mention rewarding him with more graphic 'treats'. Still, as many nice touches as this game has, I can't truthfully recommend Standard Deviation while there are so many excellent Project X clones (and even PX itself) available on budget. Maybe next time, eh?

A1200
CD32

An enhanced version is planned, with improved graphics all round and perhaps a two-player option. A similar CD32 version is also planned, with the same as the A1200 version, plus CD music and ray-traced introductory sequences.

A500/600

Publisher: **CoSoft**
Developer:
Enertia Developments

£24.99 Out November

Not hard Disk Installable

Joystick

Memory 1Mb

Disks 2

GRAPHICS 61%

SOUND 62%

PLAYABILITY 60%

LASTABILITY 69%

OVERALL 62%

PROFESSIONAL FOOTBALL MASTERS 4

VERSION

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Managers : 1 to 4 Human players, Ratings, Performance statistics, sack and offers. 3 Difficulty levels, Manager of the month and season awarded, Pools, Pick any team in any division to begin with.

League & Cup : Premier 22 teams, Division 1,2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.), Finalist route to glory.

Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

Players : Real life statistics reflecting the start of 93/94 season with real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.

Team : Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.).

Club : Sponsorship, Ground improvements, View opponent, Finances

The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

Other : Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

Plus : Over 100 other meticulous refinements impossible to list here.

Editor : Allows you to amend various items in saved games. £12 Extra

Scottish : Dedicated version details available upon request.

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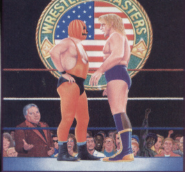
Joystick or Mouse. 1 or 2 players

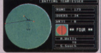


CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.



- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.
- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

STABLE MASTERS V2

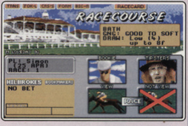
This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby

To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



BATH
GNG: GOOD TO SOFT
DRAW: Low (4)
up to 8f

PL: Simon
(25 APR)
RACE: 1

HILBROKES BOOKMAKERS
NO BET

- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

ORACLE

You could have won £44,836 with this HORSE TIPSTER Utility.

Open National Tipping Competition 1991 : Organised by Racecall, regulated by the Tote, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public.

Winnings Statistics : 104 wins out of 166, as from 2/6 to 1/9/93.

Formula : This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments!

Research & Development : Three years full time race analysis and experimentation to refine and test the prediction system.

Inside Knowledge : Plenty of unique hints from contacts in the know.

User Friendly : No racing knowledge required, easy to use, tutorial book.

Restricted Sales : As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers.

Monthly Updates : Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25.

Price Increase : Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below :-

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing; change and both types of spin with 8 speed levels.

FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

VARIABLE CONDITIONS
- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

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COMPUTER							
ST 512K S/S	ST 512K D/S	ST 1MB	AMIGA 1MB	P.C.	DESCRIPTION A G	PRICE	TOTAL
				▨	Professional Football Masters V4	24.95	
				▨	P.F.M. Editor V4	12.00	
▨	▨			▨	Stable Masters V2	24.95	
▨	▨				Oracle Horse Tipster (RRP £99.95)	75.00	
				▨	Cricket Masters	24.95	
▨	▨	▨		▨	World Cup Cricket Masters	24.95	
▨	▨	▨		▨	Wrestling Masters	19.95	

CREDIT CARD NUMBER & EXPIRY E.& O. E. GRAND TOTAL

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"So you think you've had a bad day?" asks Litil Divil's packaging. "Er yes, actually," says Simon Byron. "I've just spent several days playing you."

LITIL DI

Ever since Dragon's Lair hit the arcades (an event which was deemed so significant it managed to earn itself a place on John Craven's Newsround), games producers have tried to marry film-quality graphics with good old-fashioned playability. To date, all have failed.

First came the much loathed 'move the joystick at specific points in the action' games which, although attractive, amounted to nothing more than memory tests. Next, Readysoft, the team behind the Dragon's Lair series, came up with Guy Spy — cartoon graphics but with more interaction. Supposedly.

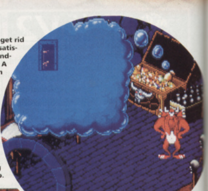
As software companies get to grips with the power of CDs, so the differences between in-game graphics and the real world they mimic become less obvious. On the CD32, Microcosm looked beautiful and gave gamers the opportunity to see what it would be liked to be shrunk to the size of an atom and catapulted up someone's bottom. PC CD-Rom owners have spent a year or so marvelling at the visuals of 7th Guest and other graphically impressive pieces of software. But with the exception of Microcosm (which had its moments), most potentially ground-breaking CD titles have played like dogs.

Bouncing into the equation comes Gremlin Ireland — unsurprisingly the Irish wing of Gremlin Sheffield, or is it the other way round? — with its humorous romp based around a temperamental young fellow called Mutt. But rather than placing the character in a monumental struggle between good and evil, as you may expect, Mutt's quest is much less confrontational. You see, the stupid red being has to track down the Mystic Pizza of Plenty. Whatever that may be.

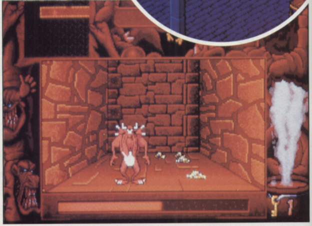
However, locating this Italian meal isn't as easy as ringing up the local Pizza Hut and asking them to deliver it within half an hour or there'll be a pound off. Oh no — this gargantuan round thing has been placed at the end of level five. Typical, huh?

Sounds like the ideal plot for a wacky platform game, wouldn't you say? Well, you'd be wrong — Litil Divil is a cross between a puzzle game, an arcade game and a 100 mile hike. You have to guide Mutt through the five levels, dodging traps and solving logic puzzles, as well as fending off mutant creatures which deplete Mutt's energy.

Litil Divil has been an ambitious project. Blending glorious visuals with instant playablity is a tough nut to crack (or something), but it has to be said that Gremlin has almost succeeded. Almost, but not quite...

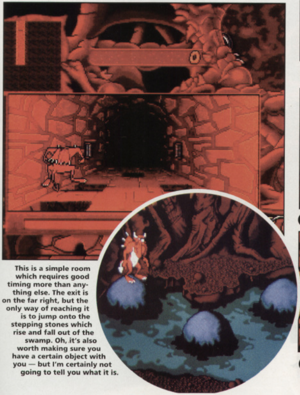


There are two ways to get rid of your gold, the most satisfying of which is by spending it in the shop. A pictorial representation of the available items is shown along with their cost, so it's just a case of highlighting what you want and pressing fire. You tend to need every item on sale in order to complete the level, so it's best to get as much money as possible and buy everything in one fell swoop.



Gold is the only available currency in Litil Divil, and the only way of obtaining it is by scouring the million miles of tunnel and picking up the carelessly discarded piles of the yellow precious metal. Whenever Mutt walks over a pile of the stuff, he stoops over, scoops it up and shoves it in his infinitely large pockets whilst singing "ho-ho-ho-ho!" Or something like that, anyway.

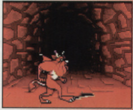
You can avoid the many traps by simply walking around them or, if you're feeling more confident, by leaping over them. Although the bottomless pits are usually pretty easy to avoid, there are areas where several are placed together, meaning that some pretty accurate timing is needed in order to avoid a painful fall.



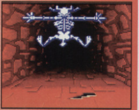
This is a simple room which requires good timing more than anything else. The exit is on the far right, but the only way of reaching it is to jump onto the stepping stones which rise and fall out of the swamp. Oh, it's also worth making sure you have a certain object with you — but I'm certainly not going to tell you what it is.

OUCH! OOF! GERROFF! ETC!

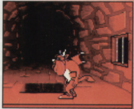
Scampering through the tunnels is a hazardous experience. The five levels are packed full of traps, some of which are immediately obvious, others which are cunningly hidden. Setting them off causes a number of comical effects, as detailed here.



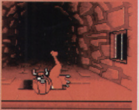
Hmm, this looks quite harmless...



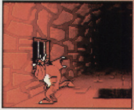
Arrrggghhhh!



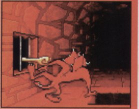
I bet these aren't very deep...



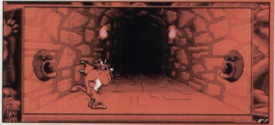
Arrrggghhhh!



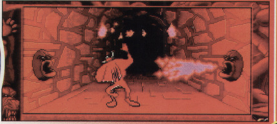
I wonder what's through here...



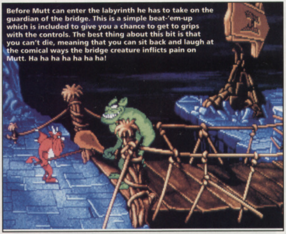
Arrrggghhhh!



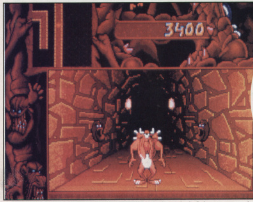
I bet these faces don't gob fire as you pass...

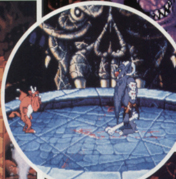


Arrrggghhhh!



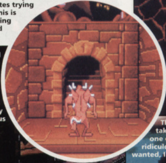
Before Mutt can enter the labyrinth he has to take on the guardian of the bridge. This is a simple beat-'em-up which is included to give you a chance to get to grips with the controls. The best thing about this bit is that you can't die, meaning that you can sit back and laugh at the comical ways the bridge creature inflicts pain on Mutt. Ha ha ha ha ha ha ha!



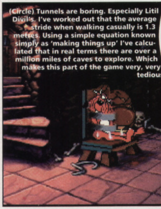


(Circle) To cater for all you beat-'em-up fans, there are several Arenas in which you have to fight some weird beings. However, these are pretty much hit-and-miss affairs. Because you don't know the moves available, you end up pressing the buttons randomly — a tactic which tends to work every time.

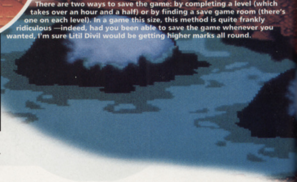
To assist you in your quest, the game includes a helpful auto-mapping feature which 'fills-in' the corridors you've explored. Trouble is, the viewing area is so small that it's often difficult to work out exactly where you are. If you're journeying back to one specific room — say the shop — you can spend more than ten minutes trying to find it, which is absolutely infuriating. This is no exaggeration: I was honestly going to sling the CD32 across the room at one stage. And that's true.



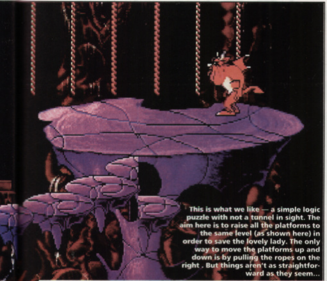
(Circle) Tunnels are boring. Especially Litil Divil's. I've worked out that the average stride when walking casually is 1.3 metres. Using a simple equation known simply as 'making things up' I've calculated that in real terms there are over a million miles of caves to explore. Which makes this part of the game very, very tedious



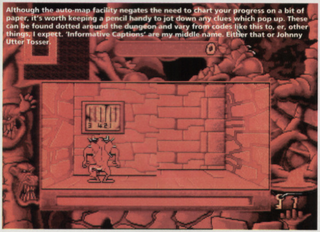
If you run out of energy then the Angel of Death appears to whisk the defeated Mutt into his scary torture chamber. These animated sequences vary so you never know in what particularly horrible way our hero perishes. Until you've seen them all, that is.



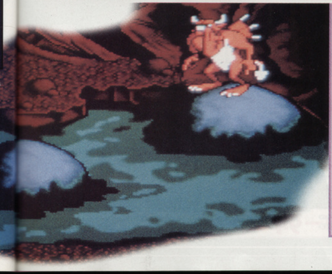
There are two ways to save the game: by completing a level (which takes over an hour and a half) or by finding a save game room (there's one on each level). In a game this size, this method is quite frankly ridiculous —indeed, had you been able to save the game whenever you wanted, I'm sure Litil Divil would be getting higher marks all round.



This is what we like — a simple logic puzzle with not a tunnel in sight. The aim here is to raise all the platforms to the same level (as shown here) in order to save the lovely lady. The only way to move the platforms up and down is by pulling the ropes on the right. But things aren't as straightforward as they seem...



Although the auto-map facility negates the need to chart your progress on a bit of paper, it's worth keeping a pencil handy to jot down any clues which pop up. These can be found dotted around the dungeon and vary from codes like this to, er, other things, I expect. 'Informative Captions' are my middle name. Either that or Johnny Utter Tosser.



THE VERDICT

One of the many things I hate is software publishers who don't listen to criticisms levelled at their games. Litil Divil was released on the PC a few months back, and the general reaction was "yes, it's a good game but there's too much wandering around." Now it's here on the Amiga, I'm sure most people will say the same. Like the original version, it looks beautiful and the main character is animated brilliantly. The sound effects are particularly comical (especially the Captain Caveman noises, which myself and Matt are becoming quite good at) and the slapstick nature of the traps makes for some wonderfully cartoon-like action. But the over-riding boredom quotient manages to negate all these plus-points. You see, there is too much bloody wandering around. The makers claim that it takes 100 hours to play from start to finish, and that's probably true — but only because of the amount of time you spend trying to find the next interesting room. This is a shame because the actual puzzles and arcade sections are in the main very good, but locating them or — worse — flitting between them and the shop in order to retrieve an essential object is just plain boring. Okay, so there are the occasional traps to avoid, but once you've leapt over the fiftieth pit or resisted the temptation to peer through yet another grilled window it all becomes far too samey. Surely a better way would have been to put the 50 rooms back to back. It wouldn't have taken 100 hours to complete the thing, but you would have had a better time doing so. Sierra's Castle of Doctor Brain showed how you could do a game involving logic puzzles and arcade sections, so if you're after that kind of thing then it's probably best to track it down (although you'd better have an ordinary Amiga because there's no CD32 version). Litil Divil is a definite missed opportunity, methinks.

CD32

Publisher: Gremlin
Developer: Gremlin Ireland

£29.99 Out Now

Not hard Disk Installable

Joypad

Memory 2Mb | Disks 1 (CD)

GRAPHICS 83%

SOUND 80%

PLAYABILITY 74%

LASTABILITY 76%

OVERALL 74%

A1200
A5/600

Absolutely no chance, mate. The CD holds far too much information, etc, etc, etc. Etc.

PCGAMES

MonitorMan™

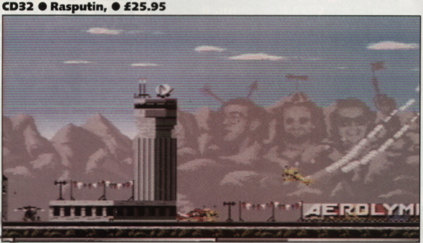
DOOMSDAY IS COMING...

06—10—94

It looks as though CD32 owners will soon have as impressive a library of software as the old A500 owners! The updates just keep a-coming, and with the likes of Jetstrike and Out To Lunch, Matt Broughton certainly won't be a-complaining. For a few minutes at least.

JETSTRIKE

CD32 ● Rasputin, ● £25.95



There's absolutely no way you'll ever get the word 'pants' into a caption about a plane game.

I stand alone on this point, but I think *Jetstrike* is an excellent game. Suffering from that age old problem of 'not looking incredible, and therefore not really being given a chance', *Jetstrike* is the only flight game I've ever really enjoyed. It's simple, it's fun, and it's got tons and tons of weapons. I admit that the control system is a bit dodgy but once you take the time to get used to it, it's not a problem.

Jetstrike CD32 isn't so much an update as a complete re-write. The game is now accompanied throughout with CD tracks that are a bit of a first for Amiga games. I say this because they're not just tunes, but complete songs with singing and everything! This is quite novel, and works extremely well as it gives a certain *Top Gun*-ness to the feel of the game. Unfortunately, the singer on these tracks isn't a particularly talented chap, and sounds like some embarrassing would-be Karaoke champion, resplendent in crappy over-dramatic growl

There are a number of these tracks, some with singing, some without, and though the tacky 'Fast Jet fever' and 'Drop The Bomb' tracks (featuring such Get Stuffed-esque lyrics as "Drop the bomb, drop the bomb. Drop the bomb. Drop the bomb, drop the bomb, anywhere") have become office jokes, some of the instrumentals work incredibly well throughout.

The graphics have improved tenfold, with loads more frames of animation, plus a whole host of new incidental animations (little men parachuting, sharks swimming, etc.). There are also more aircraft available than before, and, as already mentioned, more bombs, nuclear missiles and destructive toys.

Many aspects of the gameplay have been altered, especially the lives system which now allows you to crash more often without having to start the entire level again. You can also save your position to the CD32 at certain points in the game, with three empty 'drawers' available to begin with.

The bonus system has changed, now becoming point driven, awarding the player with repairs, fuel, weapons, etc. at set score barriers. The scenarios have altered slightly, to include things like a stonking great Hercules for mid-air refuelling and the aerolympics has also been spruced up.

The controls — though still taking some getting used to — have improved a million times over, allowing very fast manipulation of all the functions using various combinations of the joypad buttons. This works in a similar way to *Wing Commander*, with various buttons acting as 'shift keys' to allow extra functions. It's all a bit hard to explain, but if you can be bothered to work it out, it adds a lot to the overall enjoyment (being able to follow weapons on a remote camera, for example, is definitely a plus).

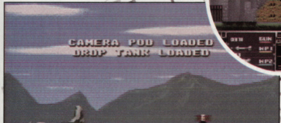
I really, really enjoy playing *Jetstrike*, finding it tremendously addictive, and though people moan about the graphics and the control method, I think you'll find that they simply haven't bothered to play the game for more than about ten minutes or so.

If you're patient, and don't mind putting in a bit of time to get the most out of a game, I recommend you try Jetstrike. If you're lazy, and can't be bothered to give a good game a chance, join the other plonkers in a sadly long line...

OVERALL: 86%

READY TO FOLLOW WEAPON
CIVILIAN PROPERTY DAMAGED!
GUN
WP1
WP2
JET
STRIKE
CD32
SCORE

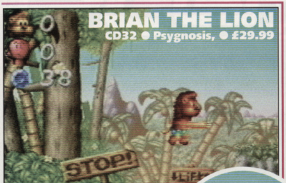
Unless, of course, you just say 'pants', 'pants', 'pants', 'pants', 'pants', 'pants'.



But I don't think that kind of childish and puerile humour has a home in the pages of *The One*.

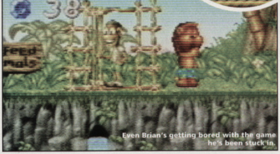
BRIAN THE LION

CD32 ● Psygnosis, ● £29.99



Levitation was one of the newer skills picked up by the creatures of the jungle.

Roooaaaaarrr!


Even Brian's getting bored with the game he's been stuck in.

Brian's back, and this time he's... The Lion! (Hurrah — the voices of a thousand readers who've come to expect such pathetic crap). Yes, the A1200 version may've had 16 layers of parallax, lightening, snow, high-res scrolling and sky colour fades, But!...

Well, where to begin? The CD32 version has given Brian a new lease of life, with spanking larger level introductions featuring transparency effects and brand new rotation stuff (using the extra hardware found inside the CD32), additional bonus challenge levels such as 'Cup 'n' Ball' and a card gambling game, not to mention the brand new mission levels. In these all-new levels, rather than just having to get from one side to the other, Brian has to perform simple tasks such as rescuing a number of caged animals in under two minutes. In another, Brian must hunt for hidden treasure, while in yet another Brian must find water for a herd of thirsty elephants. Cripes!

Additional standard levels have been included, featuring new graphics and puzzles, along with a number of new monsters, objects and obstacles (eg. spinning blades, lifts, smoke blowers, etc.) and, in fact, at one point Brian even drives a buggy.

Along with all the graphic extras, Brian's music has become as CD-like as you could hope for, with 40 different pieces for you get your teeth into (or ears if you're an annoying traditionalist).

The joypad makes the game that bit more consolesque, but I still level the same criticisms at the CD32 version as I did at the original — and that's the weakness of the Brian character himself. Somehow, I just find it hard to get much in the way of 'King of the jungle' vibes from the poorly dressed chap, and he just leaves me cold.

Still, this is definitely the best of the versions available, and worth a look at.

OVERALL: 83%

CD STUFF

THE RYDER CUP

CD32 ● Ocean, ● £27.99

Anyone in possession of a March '94 issue will be able to have a look at my original 79 percent scoring review of this Ocean release, which left me averagely unimpressed enough to finish my review with the words "Play before you pay." Well, things haven't changed much, and even though the game now appears on superduper CD, er... it's business as before I'm afraid.

In *Ryder Cup* you can play as either Europe or America, competing across four locations: The Belfry, The Fields, The Island or The Village. The control method isn't exactly unusual, being a traditional 'stop the power bar as it goes round the circle' affair. Chip and slice automatically kick-in should your timing be poor enough to miss the target in this simple reactions test, with club selection being done for you by an invisible caddy.

The standard camera views are all available, but, due to the length of time wasted calling them up, these are seldom used by anyone wanting to get on with the game.

Jack tried to hide his stolen club by pushing it up 'in him'.

This remains a reasonable, yet tremendously unexciting golf game that might tickle your fancy, but more likely won't. Play before you pay. Again.

OVERALL: 71%

LEMMINGS

CD32 ● Psygnosis, ● £29.99

Do I really need to say too much about this game? I think not. *Lemmings* is one of those major milestones on the computer games highway. A bit further along than Space Invaders and Tetris, but just as important.

As everybody should know, you have to guide a hapless gang of stupid Lemmings across a billion and twelve levels, making use of various skills and abilities to cross vats of lava, bottomless pits, and obstacles of a generally obsticular nature. (I only use words like that to annoy Harry and his spell checker.)

As is usual for games in this section, there are no enhancements to speak of, but at least CD32 owners new to the world of games can have a look at a modern miracle of originality and addictive gameplay. £30 feels a bit steep for such an old game, but er... there you go. I don't make up the prices, I just play 'em.

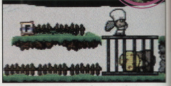
OVERALL: 87%

OUT TO LUNCH

CD32 ● Mindscape, ● £25.99

Pierre Le Chef proved to pretty popular with Lord Byron back in July (to the tune of 90 per cent no less!) and now all you CD32 owners can take a piece of the action home, because here comes *Out To Lunch* on that shiny thing we call CD.

In true console fashion, Pierre Le Chef has to run and leap around a number of platform-filled levels, stunning and capturing various veg with his flour bombs and net respectively, dropping the necessary ingredients into a cage to complete each level's recipe. To start with, things are fairly easy, but as you progress through the five countries on offer (France, China, Mexico, Greece and Switzerland) evil rotten veg start to appear, with mutant potatoes, blimmin' hot peppers and smelly flying eggs chasing you all over the place.


Not much room for a caption!

Teleport chambers are scattered around the levels and, along with various springs, moving platforms and bonuses, go towards creating the standard platform scenery we've come to know and love.

The game profits from the CD32 joypad, allowing a number of variations for your bombing, jumping and netting activities, but other than that, the game remains unchanged. All your favourite, annoying and catchy tunes are still in there, along with the bonus items and levels.

So what else is there to say really? Er... not a lot — just go and buy it!

OVERALL: 90%

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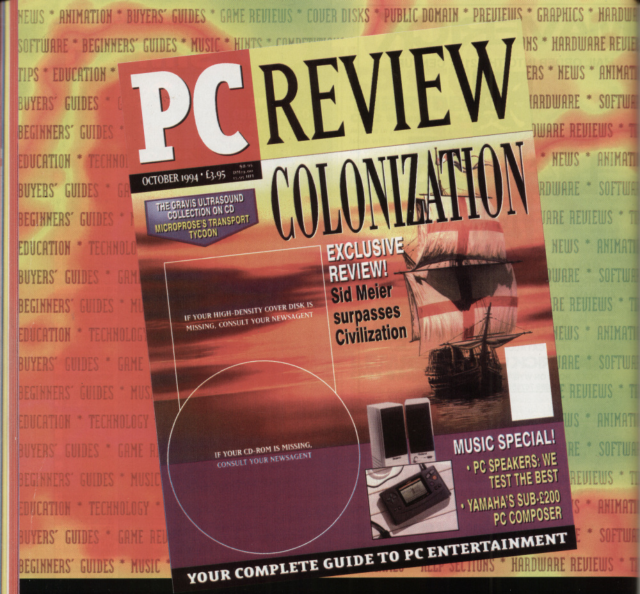
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PC REVIEW

REPLAYS!

You won't believe this, but Harry has joined the Replays team and written his first ever review of a game! Yes, incredible, isn't it? Anyway, to find out what he, Matt and Andy think of the latest budget releases, step this way.

THE HARRY ATTRILL REVIEW!

SUPREMACY

Hit Squad,

£12.99

It's amazing what you can do with a used Fairy bottle and some sticky bogies.

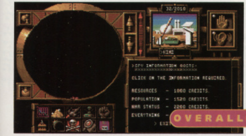
Like Empire's *Maelstrom*, *Supremacy* (originally touted as Virgin's answer to Elite, believe it or not) is a vast space strategy game, where the aim is to achieve both military and economic domination of four different planetary systems.

Unlike *Elite*, however, there are no impressive 3D polygon bits, very few space battles and not even the slightest mention of Cobras, Asps or indeed reptiles of any kind. No, *Supremacy* focuses on the rip-roaring excitement of resource management and planning, and while it doesn't boast adrenalin-pumping 3D battles as you govern your populace, organise your farms, churn out new weaponry and train your troops, there are some rather nice and fetching menu screens to keep you occupied. Golly gosh, I think I'm arriving.

Success in Supremacy requires a combination of strategy and good fortune, and while you juggle resources and build up your space navy, you also have to make important moral decisions. How do you want to govern your planet? Do you jack-up production, work your engineers into the ground, tax everyone to the hilt and sacrifice entire fleets ruthlessly in the pursuit of power? Or are you the kind of ruler who's kind, wears flowers in his hair and is, dare I suggest it, benevolent?

Whatever your eventual strategy, things are far from easy and while you tinker about with your home planet, computer-controlled commanders in the three other star systems are secretly plotting your downfall.

And that, in a Nuttall, is *Supremacy* — kill everyone else (in a very strategic way, of course) before they mangle, crush, pulp and overwhelm you. It's an absorbing game, at times complex and extremely difficult, but it's now beginning to show its age. Like *Maelstrom*, it becomes extremely repetitive after playing for a while, and the whole thing starts to get very dull very quickly. Shame. Still, kind of groovy-ish if you're a sad strategy freak. [MB]



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And who said that our screenshots aren't at all interesting?

OVERALL 72%

KGB

The Hit Squad

£14.99

Comrade Byron gave *KGB* an ideologically pure 86 percent when he reviewed it and who am I to question his excellency's judgment? Well for a start, it was blindingly obvious to me from the word go that Golitsin's murder was an inside job, and that my boss Vavlov was implicated. In fact, I was so sure I was right, that I attempted to shoot Vavlov the first time I saw the ugly old git. Apparently you are not supposed to do this.

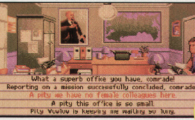
Playing the game was easy as pie, a nice pork and apple pie with no gristle and lovely soggy pastry. And I should know, because constant humiliation at *Sensi* (although I've managed a couple of draws with Matt recently, so yar boo sucks!) is my only real experience of the wonderful world of Amiga games. So if I can pick it up in 10 minutes, any fool can. The only real pickled-egg in my sandwich box was the disk changing. For some reason, the game refused to load on our hard drive. The boys said it would be good experience for me to play it anyway. How clever and amusing of them!

There are five disks. Our A1200 played the tart and sought the attention of a different disk every minute or two. I'm not fibbing. And you have to press the mouse button to load each time. Every time. Andy tells me this is "a bad thing" and the result of cack programming. I don't usually set any store by what he tells me but I think it's fair to say it detracted from my enjoyment of the game. When I played it at home, my A500 seemed even more promiscuous. Andy assures me it was my imagination. Could it have had something to do with the fact that I forgot to save my game and had to start again? What with my brain being the size of a planet and all, I had all the moves off-pat. The disk swapping was interminable.

I'm not sure what gameplay is, but I suppose I should say something about it. Things in *KGB* happen logically and, as long as you have a good memory, you'll be able to muddle through pretty efficiently. You can also use a 'back-track' feature which allows you to return the point in the game just before you made your major cock-up. So, *KGB* is not too hard on failure. Which is a'good thing for a novice like me. But, what I would like to know is, presuming you finish the game, would you ever want to play it again? Are you meant to? Still, at 15 quid *KGB* might seem like good value if you're last two trips to the movies were to see *Last Action Hero* and *The Flintstones*.

KGB is an 'adult' game too, so not only can you hurt and kill people (which we all know, controversy seekers, is quite literally childsplay) you can also ask people for sex. Of course, because this is a game, they always say no. In real life Simon says they always say 'no' too, but that's another story... Sex in *KGB* is pretty silly stuff, though if I were a woman I might be a bit peeved by the schoolboy stereotyping. But then all the characters are stereotypes, so maybe I'd be daft to take any of it seriously. Oh yes, *KGB* is an RPG, (will that do?). [Harry Atrill. Yes, really!]

OVERALL 75%



What a superb office you have, comrade!

Reporting on a mission successfully concluded, comrade?

A pity we have no female colleagues here.

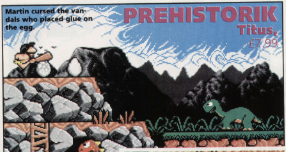
A pity this office is so small.

Pity Vavlov is keeping me waiting so long.

What does KGB stand for?

PREHISTORIK

Titus, £7.99



Martin cursed the vandals who placed glue on the egg.

Watch out Steven Spielberg!

Ah, another platform game. Oh joy. As if there weren't enough of these bouncing and boinging gems about on the Amiga at the moment. Do we really need another one? Do we? Okay, I know this one is cheap but despite a new theme and a different hero you still end up leaping ledges, hitting meanies and grabbing assorted flashing bonus dodabs. Or is that grabbing meanies and leaping do-dab bonus things. Whatever...

So, it's not with the greatest enthusiasm that I come to *Prehistorik*, a dated platform romp that involves the up-and-down, platform-hurling antics of your average Homo Erectus, the caveman.

Well, what else did you expect? It's all very simple. In *Prehistorik* you control the nimble, loin-clothed hero, guiding him across a number of sprawling levels, bashing dinosaurs over the head, collecting bonuses shaped like bones (hilarious bone-uses no doubt. Ho ho ho. — Simon) and leaping deep chasms in a single bound. Genre-shattering? Not even a little bit.

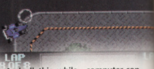
And that's really about it. *Prehistorik* looks quite pretty, moves at a fair pace and the animation is alrightish, but the gameplay is mind-numbingly shallow and despite the fact that the game doesn't present much of a challenge beyond the usual 'jump, bash baddie, collect chicken drumstick, jump again', you don't really get the feeling that you want to progress past the first level. Well, I didn't anyway.

Frankly, it's boring. Extremely tedious, in fact. There are much better platformers around than this one and despite the fact that it's now bobbing about in the bargain bucket, if you want a decent ledge-leaper, why not pay a bit extra and get a game with some imagination... [MB]

OVERALL 30%

OVERDRIVE

Team 17, £TBA



"Through the shimmering exhaust heat, the cars await the green light. Through helmet visors, the drivers are breathing heavily..." Hmm.

If you weren't fortunate enough to catch Team 17's *Overdrive* the first time round, then you're a git. However, now's your chance to pick up this groovy racer — one of the better racing games to have graced the Amiga — at its new bargain basement price.

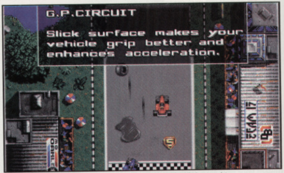
Like *Micro Machines* and the old coin-op *Super Sprint*, *Overdrive* is a top-viewed arcade driving game, filled with twisty, tortuous circuits that test your joystick skills to the limit. Whilst driving a tiny 4x4 around a dinky track may look like a piece of cake, it's deceptively difficult, calling upon skillful timing and a cool head.

Overdrive offers five different scenarios and the chance to race Grand Prix cars, sports coupees and Dirt Track vehicles over a variety of racing environments such as deserts, city streets and even windswept glaciers. And all this while computer-controlled opponents hound you like, er... computer-controlled houndy things.

What it all adds up to is fast, frantic racing, and to make things even more interesting, the tracks in *Overdrive* feature car power-ups and bonus collectables (including turbo boost, added traction and in-game refuelling) that help improve your car's performance during the race.

Although by today's standards, *Overdrive* doesn't do anything radically new, what it does do, it does do very well indeed (does do do does? — Simon). Obviously there isn't a huge wealth of gameplay crammed in here (just drive round and round and round and...) but, if you fancy a quick and uncomplicated racing game that's not bogged down by realism, then *Overdrive* is a great budget buy — just watch out for the long loading times. [AN]

OVERALL 81%



G.P.CIRCUIT

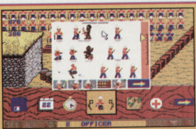
Slick surface makes your vehicle grip better and enhances acceleration.

Watch out for that huge sign thing in the middle of the track!

RORKE'S DRIFT

Impressions

£7.99



Mention the words 'strategic' and 'wargame' and more often than not readers will scream "Aieee!" and run for the hills. Yes, sadly the genre doesn't exactly embody excitement and although there are a multitude of wargame fanatics who like nothing better than to move armoured divisions around hex-based game maps, for most of us, we'd be happier sat for ten hours watching strawberry jam congeal on a stainless steel sink.

Can you make it more exciting though? Well, yes you can, and *Rorke's Drift* from Impressions tries to do just that. It's January 22nd, 1879 and 4,000 Zulus are massing for an attack on Rorke's Drift, a supply depot manned by 137 British soldiers. Wait a minute... 137 against 4,000? How can that make for a good wargame. Sounds like a massacre waiting to happen.

Not quite. *Rorke's Drift* is not a fictional battle, it really happened (though probably not like what Michael Caine done in *Zulu*) and the thin red line managed to hold out for 12 hours against these overwhelming odds.

Using an isometric 3D viewpoint, you take control of the British troops, deciding when to advance, retreat, rest, aim, fight and fire. Each man has his own individual statistics and only a brilliant strategy can keep the Zulu warriors from the perimeter barricades. Did you know that renowned democrat and Inkhata big-shot Chief Mangasuthu Buthelezei was an extra in *Zulu*? Not a lot of people know that...

With its 3D graphics and intuitive control system, *Rorke's Drift* is a good example of how wargames can cross over into the mainstream. It's not perfect by any means, the graphics look dated and blocky and the game is often very slow. It's also a shame that you can only fight the one battle but the *Rorke's Drift* episode is pretty damned involving. All in all, it's a huge strategic challenge and if you're looking for a good but uncomplicated introduction to wargaming, you can't go far wrong with *Rorke's Drift*. [MB]

OVERALL 78%

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KILL ZONE

If you're after tips then you've come to the right place. Especially if you're interested in handy hints for Heimdall 2. Valhalla, Kid Chaos (or whatever they're calling it now), Ishar 3 and loads and loads and loads more.

HEIM

Even the most experienced adventurer would have trouble getting very far in Core's great graphic adventure — if it wasn't for our easy-to-use players' guide, that is!

MIDGARD

In Rurik's village, go into the hut that looks like a store room. Open the box at the back of the room to find the circulet, then talk to Rurik. Walk to Eadric's village, then make peace with Eadric by giving him the circulet. Go into the pub to get further information about your quest.

Back in Rurik's village, visit Rurik again and give him the letter from Eadric, and you'll get a pass for the King's Castle in return. At the King's Castle, give your pass to the guard. To find out what to do next, talk to the servant girl. Find the room with the large picture whose eyes follow you. Press fire in front of the picture to reveal a secret entrance. Enter the bedroom and press the button on the bedpost to get the signet ring. Give the ring to the guard, kill the Hakrat and take the letter from the King's brother. Give this letter to the King to make his adviser go away, deactivating the force field at the top of the stairs. To make the missing floor appear, shoot arrows into the three holes. Now you can get the first piece of Ro'geld.

Go to the fisherman's hut and press fire in front of the cupboard to release the fisherman. Visit Loki's shrine, and save the fisherman's daughter — she will give you a talisman which opens the portal to the next world. Now return to the Hall of Worlds.

Utgard

Speak to the dying man on the battlefield and then shoot an arrow into the circle of fire to enter the half-world. Go back and speak to the man again. Shoot another arrow into the circle to exit the half-world, and take the dying man's armour. Put it on so you can enter the castle.

Give the letter from the dying man to the King to get another letter in return. Take the rainbow ring from the table and go to the Giant's Isle. Fill your flask in the Ice God's room and throw it on the fire in the Fire God's room. Return to the Ice God and cross the bridge.

Throw the rainbow ring into the sphere of light and at the Giant's HQ, push over the candle and take the talisman. Head back to the Hall of Worlds.

Utgard 2

At the Lost Clan Isle, push the piece of bread towards the rat who will open the cell for you. Give the letter to the Dwarven King and take the new letter. Go down the steps and take the second piece of Ro'geld from the skeleton. Now return to the Hall of Worlds.

Go back into Utgard 1 and give the letter to the King. Take the talisman for Her'ker'yn and return to the Hall of Worlds.

Her'ker'yn

At the Druid's Grove, speak to the Druid and go into the map screen. At the village, kill the Dakta inside the armourers. Speak to the man who's making a sword and then take it. Kill the Dakta inside the pub and both the daktas in the room then go back to the map screen.

At the Dakta HQ, jump down past the spiky ball and go into the alcove. Press the switch to make the steps appear. Go into the room with a pile of gold and press fire in front of the map on the wall. Kill the mirror reflection of yourself, then the Dakta and take the talisman. Get across the tiles using clues from the scroll. Shoot arrows into the

DALL II

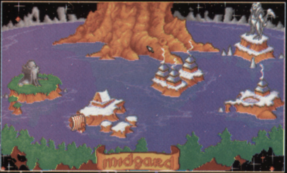
mouths, take the third piece of Ro'geld and return to the Hall of Worlds.

Tal'ker'yn

Go into the Death Goddess's room and kill Heimdall and Ursha by walking into the statues. Walk by the light that appears on the wall and take the crown and the Holy Symbol. Exit the room to bring the characters back to life. Go into the Judge God's room and place the crown on his head to be judged. Take the Holy Symbol.

Enter the Air Goddess's room and walk into the lightning to teleport. Take the shield, armour and helmet. Discard the helmet in the main room to make the bridge appear, then take the holy symbol. Next, go into the God of the Weak's room, kill him and take the Holy Symbol.

Go into the Light Goddess's room, make your way across the tiles and take the holy symbol. Now head for the Nature Goddess's room and take the seeds from three of the plants: the one to the right of the grass that looks like a big red bud, the plant just below it and the one in the bottom left hand corner. Discard them in the patch of grass.



Go to the closed door at the end of the corridor and place the holy symbols on the spaces on the floor. Put the shield in front of the laser light and take the last piece of Ro'geld. Go back to Ander in the garden and take another symbol, then return to the Hall of Worlds.

Return to Her'ker'rn and give the holy symbol to the Druid. Walk through the gate in the trees and then onto the turtle's back. Take the fire sprite who will teleport you to the Hall of Worlds.

Nifl'heim

Walk toward the lava onto the fire boat and take the dragon's teeth. When you get to Loki's daughter there will be a secret door to her right. Fire arrows into the three heads and walk through the door. Place a dragon's tooth on each red circle on the floor (pick them up with the left button then press the right button to separate them) then walk into the main circle to be teleported.

Walk back by the dragon's head and exit the room. Kill the chief hakrat and go into Loki's room. When you are teleported into Baldur's room, Ander will teleport you once again.

Sho Ker'yn

Make your way across the tile, saving your game, and kill the double Heimdall and Ursha when you have completed the tile section. Walk through the gate and then to the room where you will find a dakta and the shadow of a character. Turn around so that the shadow is facing the Ro'geld and press fire to retrieve the Ro'geld. Exit this section and go into the room where you will find a dakta.

Kill the dakta and chop the rope on the wall. Now walk across the wood plank into Ashok's room. Ashok is invisible so just throw the Ro'geld at him. Go into Loki's room for the final confrontation and the end of the game.

CLOCKWISER

Many thanks indeed go to Mr P Kerringham from Lincoln who had "enormous fun finishing ClockWiser" and thought he'd send in all the codes so that everyone else can have a go. Thank you good sir. We all love you.

EASY-PEASY

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03	HOTSSSSS
04	MONINANU
05	KREZUWEE
06	STALIOPA
07	ZWEETSOK
08	LAARSMIO
09	PORFEDIE
10	DERFGENO
11	IELBEDJE
12	BRABEKIL
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96	DUBBELUP
97	DRIBELDI
98	DROLZWAK
99	KWAKSLAB
100	FLABDRAB

LEVEL 3

Pick up the cement from the tomb beside you, and drop it on one of the broken floor tiles. Walk on it, then pick up the monocle, the door key and the Kirby grip and then operate the large drain to the right and take the arrow. Operate the tap, take the apple and put it on the tree stump. Put the arrow on the crossbow, operate the lever and take the toffee from inside the apple.

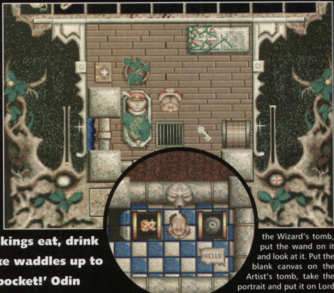
Insert the toffee into the Toffee Lover, and take the Potion of Seeing and the Green Fingers Potion from the chests. Operate the drain (near the tree stump) and take the seeds. Walk to the wall near the drain where you found the arrow, and drink the Potion of Seeing to see the door. Quickly unlock it and pick up the book of relatives, the bag of sand, the book about the River Keepers and a bottle of Stamina from one of the drains.

Put the seeds in the tub of earth, operate the tap and take the flower. Go back to the first room and put the flower in the vase, then take the poetry and Ring of Goodwill from the chests. Put the ring on the Altar of Dispute, then take the white dove, go back to the first room and face the River Keeper. Select the white dove and look at it while it's still in your rucksack to cross the river.

Pick up the French drama and pull the lever. Cross to the door on the left hand side of the room. Insert the Kirby grip into the lock and enter the room. Operate the drain near the River Keeper, and read the book about the sweet. Put the sand on the floor tile in front of the sweet, then walk on the sand to take the sweet. Pick up the kettle and the match, then put the kettle on the floor and fill it with water. Put the match on the grill, remove it when it's lit then put the full kettle on the grill. Take the key when the kettle whistles, pull the lever and exit via the newly-opened door.

Get the song sheet and go back to the room where the cannon is. Insert the toffee into the Toffee Lover, then take the Lyrical Potion and find the Poets Tomb. Put the poetry on the tomb, drink the Lyrical Potion and then look at the poetry. Pick up the slippers and give them to the Grandad as explained in the Book of Relatives. Take the toffee and insert it into the Toffee Lover on the right of the room. Take the cannon ball and a bottle of Stamina. Insert the cannon ball in front of the cannon then drop the lit match on the back of the cannon to blow up the rock.

Operate the drain and take the quill, then return the monocle to Uncle George after taking the cross. Put the French drama on his coffin and take the English version. Drop the quill into the ink well, and take the Globe of Wisdom and the Hercules drink from the chests. Go back to the room with the disappearing sweet and face the River Keeper. Look at the Globe of Wisdom in your rucksack, then cross the river to find Shakespeare's drink.



Valhalla. A mythical place where ex-Vikings eat, drink and hurl axes at things. This little bloke waddles up to the big table and squeaks: 'It's in my pocket!' Odin waves his hand in the air and 20 of the biggest blokes you've ever seen leap out from behind a bear-skin wall-hanging and beat the living crap out of the little prat. That's my solution, that is.

Put the English drama on Lord Monty's coffin, drink Shakespeare's drink and then look at the play. Go into the room where Grandad is lying, drink the Hercules drink then pick up the piano. Go to the Musicians tomb, drop the piano then operate the piano keys. Pull the lever to enter the next room. Drink the Green Fingers Potion and take the leaf from the bottom left plant, then go to the herbalist's bowl and take the Healing Potion for Lord Monty who gives you an official plate.

Back in the room where you found the plants, give the toffee from the corner of the room to the Toffee Lover, and take Fluffy the teddy bear and the choral drink from the chest. Give Fluffy to Nanny and take the door key. Put the song sheet on the singer's tomb in the cannon room, drink the choral drink and look at the song sheet. A door opens to the room containing Lord Charles: operate the drain and take the Royal Seal. Put it on the Royal Note and this opens two chests. Take the lucky heather and the Wizard's wand.

Place the lucky heather on the Gypsy's tomb and take the Bad Luck Horseshoe. Put it on the mirror in the room where you found the disappearing toffee to change into a Good Luck Horseshoe. Find the River Keeper who lives in the same room as the Musician's tomb. Face him and look at the Horseshoe, then on the other side of the river pull the lever and take the gem. Enter the room you've not yet explored to find the recipe which changes into dough when placed on the Cook's tomb, a stone tablet with 'TWO' written on it, and a plank.

Take a candle from the Artist's tomb and drop it into the candle holder. Take the door key and a book which tells of the brave boy who confronted the faces of evil to find out which way to insert the red gem. Insert the gem into the third evil face from the left to become a wizard for a short time; rush back to the Wizard's tomb, put the wand on it and look at it. Put the blank canvas on the Artist's tomb, take the portrait and put it on Lord Terry's tomb. Then take the second plate.

Open the relevant door with your key and speak to the ghost of Lord Charles. Put the cross on the Priest's tomb and take the funeral wreath, put the dough on the grill and take the Bread of Plenty. Put the plank on the Carpenter's tomb, then find the River Keeper who responds when you look at the Bread of Plenty in your rucksack. On the other side of the river pull the lever and take the Blade Resist potion. In the open chest you'll find a Potion of Sermons and a bee.

Put the Funeral Wreath on Lord Charles' coffin, drink the Potion of Sermons then look at the wreath. Take the staff of Honour. In the same room drink the Blade Resist potion and take the saw. Drop it onto Lord Diabolis' coffin then wait until the potion wears off and touch the saw. Look at Lord Diabolis' face.

Find the final River Keeper who responds to the Staff of Honour then pick up the picture of the King from the other side. Drop the three objects of worth into the mixing bucket: when the Prince sees it, he will say 'To be King'. Go back to Lord Diabolis and say 'To be King'. The saw changes into the last plate. Back in the room with the banqueting table, put the plates on the table. Keep moving them around until

VALH

you get the combination right to open the door. Make sure you've got the white dove, the Globe of Wisdom, the Good Luck Horseshoe, the Bread of Plenty and the Staff of Honour in your rucksack. As you sail down the river, present these objects to the hands that reach from the water to get to level 4.

LEVEL 4

Operate the floor tile next to the starting square and read the book about the level story. Pick up the match from the bottom of the room, and light it on the grill. Operate the tap so the fire goes out and take the chicken leg. Insert it into the carnivore to open the two chests, then take the record and the necklace. Pick up the paper with 'Hello' written on it, pick up the warming pan, the phrase book and the paper with 'Go to sleep' written on it, then operate the floor tile it was on and take the small coin. Put the record on the record player and pull the lever, then put the warming pan under the tap spout and operate the tap. Put the lit match on the coals to relight the fire then put the warming pan on the grill. Put the warming pan on the bed and take the Sleep Spell. Put this in front of the Councillor and take the Potion of Voices.

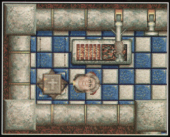
Stand in front of the beastie by the door and drink the potion, then look at the paper that says 'Go to sleep'. The beastie disappears. Put the small coin on the black paint and take the penny black. Put this on the stamp album and take the key to unlock the door. If you try to unlock the door while the beastie is still there, you will die.

Travel up the passageway and avoid the open door. Pull the lever which allows you into the room on your left. Take the pieces of paper with 'Yes' and 'No' on them, read the book about the Councillors, walk to the Bishop's hand on the left and operate the floor tile in the corner to find the dentures. Go back to the first room and put the dentures in the glass by the bed to get to the room on the left. Leave the picture of the Prince and his father. Put the candle on the Bishop's shrine and the book you found in the first room with the cross on the front. Operate the floor tile by the Queen's shrine and take the coin.

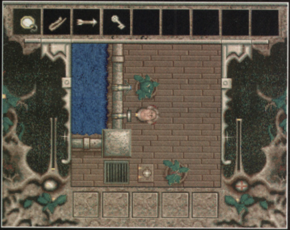
Go back to the room where the guilty slave is and insert the coin in the telephone: a voice says 'Hello'. Look at the piece of paper that also says 'Hello' to answer. Take the Bishop's staff and the piece of paper which says 'I want a summons'. Go up to the door at the top of the passageway, picking up the flower on the way. Pull the lever to open the door then go inside, this is the Councillor's chamber. Pick up the piece of paper which says 'You are forgiven' and put the Bishop's staff on the Bishop's other hand to get the candle which is the third object for the Bishop's shrine.

You should now have the Bishop's ring which you place on his hand in the room where you found the dentures. It disappears and is replaced by a potion so you can imitate the Bishop. Stand opposite the slave, drink the potion and look at the piece of paper that says 'You are forgiven'. The slave produces the stolen shredding machine and you can put the phrase book on here to shred it into several pieces of paper with phrases written on them.

Walk up to the Councillor's chamber and look at the Councillor who's awake. Reply to his prompt using the piece of paper which says 'Gardener' and put the flower on the table to prove it. It becomes a blob of glue. Look at the other Councillor who's awake, and answer him using the piece of paper which says 'To see the Lord', he then asks you for a summons. Go through the open door. Drop the glue between the beds to get the key to get out of the room.



Operate the floor tile and take the Potion of Lightfeet. Put the necklace in the jewellery box, take the Queen's crown and the pawn. Put the pawn on the chessboard in the Councillor's chamber where it is exchanged for the Queen's chess piece. Put this on her bed to get a second phrase book. Drop this on the shredding making sure you remove all the pieces of the first book first then take the other pieces of paper. Put the Queen's crown on her shrine and put the piece of paper which says 'It's me your son' on the shrine when asked who you are. Take the Potion of Voices and making sure you have the pieces of paper which say 'The gardener' and 'I want a summons', go into the Queen's room and face her secretary. Drink the Potion of Voices and look at the paper that says 'I want a summons' and when he asks who it's for tell him it's for the gardener. Drop the summons in front of the Councillor to be replaced by a large door key.



Before you brave the passageway filled with smoke breathing dragons make sure your stamina is at its fullest level. At the top of the passageway pull the lever and enter the Lord of Infinity's chamber. Pick up the caterpillar then stand on the plinth in front of him and look at his face. tell him you are a humble slave, when he asks you what you want tell him you want to swear allegiance. Get the key to his bedroom and put the caterpillar on the lettuce leaf to reveal a floor tile: operate this and take the bone. In his bedroom find a tarot card and another piece of paper which says 'It's me your son'.

Give the bone to one of the dogs and take the door key to get back out. Make sure your stamina's topped up. Put the tarot card on the Psychic's shrine and take the crystal ball. Put it on the black silk to get into the two chests: take the thimble and the spell potion. Put the thimble on the tapestry in the Queen's bedroom to get a needle. Travel back up to infinity's bedroom, drink the spell potion and look at the spell book. Take the diary and the loaf of bread. Give the bread to the Lord and say 'Yes' when he asks you if you're loyal. When he asks if you've heard of Prince Valhalla say 'Yes' again, but say 'No' when asked if you've seen him. When he tells you he has heard rumours, say you've heard nothing then take the chalice.

Before you concoct his favourite drink, insert the needle into the voodoo doll, walk through the door and turn right. Stand in front of the lever and save the game. Every time you pull a lever you will fall through the floor, drink the Potion of Lightfeet and don't waste any time. When you've retrieved the crown, retrace your steps to the Queen's bedroom where the King's shrine is found. Put the crown on the shrine and when the King asks you who you are, put the piece of paper that says 'It's me your son' on the shrine and look at it. It is replaced by the Light of Valhalla enclosed in a glass case. Fill Infinity's chalice from the tap in the Councillor's chamber. Top it up from the tap in Infinity's bedroom. Stand on the plinth and give it to Infinity.

When he asks you if he knows you say 'Yes' but don't tell him who you are otherwise you will die. Take the staff, return to his bedroom and use it to cross the chasm. Pick up the tape recorder and put it on the plinth in front of the Lord of Infinity. Place the Light of Valhalla in the glass case on the altar in the middle of the room. Operate the tape recorder and the Lord of Infinity will shatter the case so you can grab the Light of Valhalla. Stick it into the Lord's chest: he screams and vanishes forever. Hurrah!

ALLA

KID CHAOS

We asked programmer Shaun Southern for a few tips for the chaotic Kid, but he could only come up with one: never, under any circumstances, wear blue pants with a red jacket and white shoes.

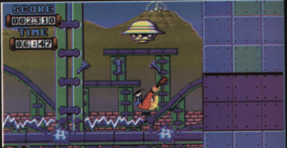
GENERAL TIPS

To open the exit on each level, you need to destroy the required number of objects. Whilst you can go back around again to get the ones you missed the first time, you may run out of time before you get back to the exit. On the higher levels, most of the objects are hidden, behind breakable walls and in hidden rooms. To get 100% of the level completed you have to destroy everything, collect all the apples and bonuses as well as kill all the baddies.

Be careful when you jump really high there may be spikes on the roof, so just tap the fire button to leap upwards if you want to play it safe. Press fire just before you land to trigger a jump straight away, giving you the edge over any rats or frogs that may be lurking.

When you're underwater, your health slowly deteriorates. This isn't a problem unless you're on your last legs, as it were, in which case go carefully. Eating apples increases your health more quickly. If your health counter is flashing red and white, then one more hit will see you off. When you restart a level, or get hit, you are invulnerable for three seconds, so make the most of this time to get out of the way. Make good use of your whizz ability — use it to break down walls and wipe out loads of nasties in one swoop.

Learn the levels and remember key points where you need to jump. Follow the streams of apples, which often tell you where to go — if you jump at the right time you'll get all the apples and probably find the way out. Charge along madly if you want, but some areas need to be taken with more caution if you don't want to lose a life. If a platform is out of sight, try jumping anyway — adjust your speed in the air to land safely. Watch out for the bases of the platforms to help you work out their positions. If a platform is moving and you jump off it, you will gain its speed. Jump immediately, or just before you land, and you won't run out of time. If you're near the end and haven't got enough time to make it to the exit, kill yourself (if you've got enough lives left) to go back to the last check point with a minute left on the clock.

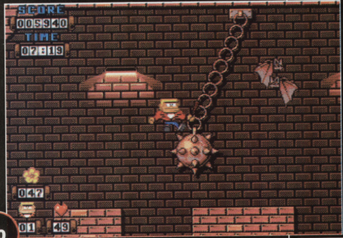


LEVEL ONE:
Secret Garden

This one may be easy to finish, but try to find all the extra lives as you'll need them later in the game. The more things you collect or destroy give you extra points — which you can exchange for extra lives later on. Keep your cool, be careful on those springs and moving platforms, and jump carefully. When you're underground and surrounded by rats and bats, keep jumping and you'll be well safe.

There's a secret garden about halfway through level 1.3. Jump over the appearing platforms and come out into daylight. There is a diagonal spring which shoots you up onto some steps, where you'll find springs that will knock you back down. Let the first one knock you back, then tap the joystick right to slow you down a tiny bit — just enough to land in front of the diagonal spring. Pull down and break through the wall, but don't keep spinning for too long.

There are seven extra lives on the first level — get them, along with everything else, to win an excellent password to level 2: Don't be tempted to rush through the first level — take time to explore everywhere, and grab everything that isn't nailed down.



End of Level One

Keep the balls moving and keep hitting the bricks, because this will release more bonus barrels. Catch seven 'Ball' or 'B' barrels to make your life easier. If you get a laser gun, shoot the bricks at the sides because they are the hardest to hit with the balls. Watch out for the egg bombs and their explosions.

LEVEL TWO:
Toxic Wasteland

After running at top speed through the first level, you need to slow down a bit to avoid becoming spike fodder. Groups of slime blobs that pop out of the ground are best killed by whizzing through at high speed. There are lots of bonuses hidden away at the top of the high platforms, but you must be accurate if you're not going to fall off. Don't attack the Trinkits (elephants on two legs) just before they fire — pick another time if you want to dispose of them cleanly. Go carefully and beware the dripping acid.

On the second map — the race — keep moving and find as many items as you can. Don't sink into the mud — keep jumping and you'll stay on top. On the third map, learn your way around the maze, and be careful not to drop blindly onto the spikes.

There are quite a few extra lives on this level. Collect them and get as many bonuses as you can to get a password for level 3.

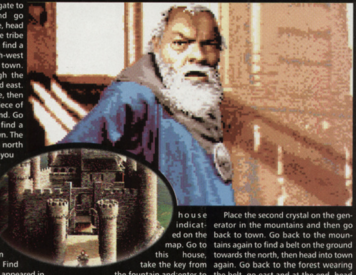
End of Level Challenge

Learn to judge if you have enough time to both get to the barrel and shoot it three times. Catch the really useful things, like shields and twin-guns, and shoot as many rocks as you can. The tactics here are: be patient, and avoid the rocks.

ISHAR 3

TIPS

He brought the smell of the desert with him into the solar. Also his camel, Abdul and the little boy he employed to collect the dung. His greased nipples glistened in the light of the lamps and his chest heaved like a volcano. Roughly he tore away her coif and pressed his burning lips to her protesting mouth. 'Fry's Turkish Delight,' he hissed urgently...



At the start, visit the person opposite. He will indicate the position of Typhus Mernith's observatory on the map. Go to a shop near the city walls and buy some lime liquor, then go to the town entrance and buy a pass from the guard. Visit Typhus, give him the liquor and he will give you the playing card. He will then show you where Mather Fudius is on the map.

Visit Mather Fudius and pick up the scroll from the ground. Go to the inn and listen. When Erkh Moltus is speaking to you, buy him some food then listen to him again. Answer "yes" when he asks a question. At Mather's, give him the card when he says "Out". Wait until you see the gate, then click on it to go through.

In the forest, head east to find a passage where there is a bear. Go past it, then south, all the way down. Head east to find a racoon on a rock. Take the scroll and return to Mather's via the gate. Give the scroll to Mather, take the key and when he indicates a house on the map, go and fetch the magic flask and the pendant. Walk to the tavern, south of the theatre, and put the pendant on. Listen and recover the Kelonia powder. Buy the other potions in the shops then return to the racoon, give him the potion and recover the item.

Go to the theatre in the rich town and enter it after 7pm. Listen to Gulnar and give him what you got from the racoon. Wait for the gate to appear at 2am and go through. In the jungle, head south-east to find the tribe with a chief. Kill him, find a crystal to the south-west and go back to the town.

Walk back through the theatre gate and head east. Walk for a short while, then go south to find a piece of a meteor in a dead end. Go back into town and find a garden in the rich town. The meteor is near the north wall: put the piece you found in the jungle on it to make the gate appear, and go through it.

In the mountains, find the event generator towards the north-west. Put the crystal on it and then head back to town. Find the gate that has just appeared in the north-western part of the town. Go through it before 12. In the dungeon, you need to free the captive princess. She is in a room filled with lava: you must pass on three slabs to make the cage drop. Enlist the princess' help then go back to town.

Find an inn, and get some rest. In a dream, a character tells you to go to a house indicated on the map. Go to this house, take the key from the fountain and enter to find five guards' uniforms. Go to the palace with the princess, wearing the uniforms and make the princess wear a helmet as well. Take the helmet off in front of Zoltar and enlist his help. Go back to the forest where Zoltar and Thina will leave. Head back to the town where Mather will give you a second crystal.

Place the second crystal on the generator in the mountains and then go back to town. Go back to the mountains again to find a belt on the ground towards the north, then head into town again. Go back to the forest wearing the belt, go east and at the end, head south. Find a house with Zoltar's son and his wife; he hands you a key while the wife protects you from the dragon fire (interesting role-reversal).

Head back to town. Go to the door which leads to the dungeon and through it after 12. Finally, find the dragon and defeat him. You've completed *Ishar 3* — well done!

PUTTY SQUAD

A quick helpline for those stuck on System 3's bouncing bombshell...

1 Make it a habit to jump on the Pups' heads to squash them, then punch their helmets to gain an extra star. A fast-moving helmet, incidentally, acts as a very effective weapon against land-based enemies.

2 When you're using the Putty Pod, it's always a good idea to take a look around and get to know the level you're on. It is sometimes particularly useful to search for those hard-to-find MIA Putties.

3 If you are very low on stars, try using the Putty Pod to find stars that Putty can't otherwise reach, such as stars that are way into the sky.

4 Before picking up the Putty Pod, try to always have the Nitro first. This means that you can drop Nitro bombs on all sorts of enemies and sandbag fortresses. Super Hint: If you bomb as many of the MIA Putty Prisons as possible, it will make them easier to pick up.

5 When you bust open a crate, try not to eat all the food which pops out — as long as you don't need it right away, that is. The food will remain there, just in case you need that extra bit of pliability later.

6 If you are low on pliability, and you see Napalm, try punching his backpack to get extra food. Remember: this can only be done once per level, so don't waste the opportunity.

7 Dweezil is an important character for Putty to have around. By punching him, he will lie down and let Putty bounce on his stomach, enabling Putty to reach any higher platforms. Make sure you pick up the cat food again, once Dweezil has gone.

8 When there's a sandbag surrounding an MIA, and Putty hasn't got a Nitro, call Dweezil. Let him kick Putty, and he will drop a Dweezil Bomb for you to use. Putty can pick it up in the same way as a Nitro. Remember, though: Dweezil Bombs have a short fuse...

9 Stretching also helps Putty get stars which are in hard-to-reach places. Try to use your stretch as much as possible, because it enables Putty to move up and down ladders and platforms much faster than jumping.

10 Try using the melt function if Putty is being attacked. He will not be hurt by bombs or enemy attacks this way.

11 Keep a sharp lookout for the astronaut '1up' character. He flies above Putty if he is being awarded an extra life, and Putty must punch him to get it.

12 Having problems with a level? Take it slowly, then — because remember, you're not playing against the clock. Top tip: try knocking the bad guys out first before picking up the MIA Putties.

13 If you're lucky enough to find a chilly icon, then clear as many of the enemy from the level as possible while Putty is flashing.

14 Should you see a star block, jump up and hit it from underneath. Or, use your stretch from above to get a super-secret item.

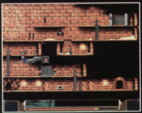
15 Don't forget about Secret Agent Trevor. Pick up the dustbin icon, and he'll sneak a useful item into the war zone.

16 When Putty is on a secret level, make sure that he absorbs all the surrendering Pups. Each one gives Putty a bonus of five stars.

17 Try to kill the bazooka pups while they are parachuting from the helicopter. Try not to let them build up, or you could suddenly find a platoon of them shooting at you.

BENEFACTOR

Just enough space for two levels this month, folks... Blame Putty Squad, not us.



TOMBS OF EGYPT

MIND THE FLAMES!

Jump to the right across the two platforms, and get the key. Fall down below, and leave the key there for the time being. Jump down to the bottom right, avoiding the mummy, and go through the open door. Swing over the gap using the bar, then drop down, activate the switch and collect the key. Jump back across the gap, climb the ladder and leave. Climb the ladder, and open the door — but don't go through it yet.

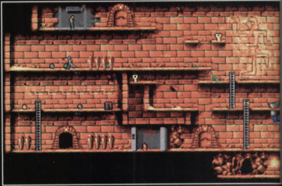
Walk down, follow the arrow left and go through the door. Get the ink, and then run to the ink machine to drop it in. Run up, collect the key you dropped earlier, and go to the top right. Flip the red switch first, then release the little grey guy and wait for him to walk to the ink machine. Follow him, and then throw him up to the high ledge to fetch the key. Pick him up, then drop him again, and you'll pick the key up. Go down to the mummy again, go through the left door, and free the red bloke. Follow him to the exit.

SWITCH-O-MANIA

Drop down to the left, grab the key and release the first red guy. Throw him up to the ledge, so he can flick the switch, then walk through the newly-opened door to the right. Get the second gold key as quickly as possible, then run back to the left to free the top red bloke.

Follow him, and throw him up to the ledge when he stops. Drop down to the left, flip the red switch, then drop down to the right. Run along and flip the next red switch. Jump back up the steps to the left, and go through the door.

Jump along to the right, grab the silver key and flip the red switch. Go back through the door, drop down to the right and open the other door. Enter it, then run left and flip the red switch, while avoiding the fire. Back through the door (again!), up the two ledges to the left, and through the previous door. Collect the key from the top right, then return through the door. Make your way to the bottom left, and free the red guy. With a couple of leg-ups, he'll be free — leaving the exit open for you!



SNIP TIPS

Once again, the tips have been flowing freely from the mail bag, and I thank all those who have helped things along. Don't forget, software prizes are awarded for anything particularly stunning, so keep 'em a'comming. Send your funky stuff to: Mr Tips, Snip Tips, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

LIBERATION
Mindscape

E. Nigma from Anagram Land (git) has sent in a rather handy cheat that allows you to duplicate items in this excellent RPG/adventure romp. First you need to find a plug socket, and then select the item from your inventory you want to duplicate, putting it down. Now use the socket, and while you are being charged, look left or right and keep your head turned. Move the cursor about until you see the 'pick up' icon and click as many times as you want. The more you click, the more you get, and once you've finished charging, just pick up the doubles! Very useful for making money and guns, no?

THE SETTLERS
Blue Byte

A quick snipper from Mr S Wright from Essex, is to type PASSIVE as the mission password to jump to any level.

Also, from Robert Mottram, if you place two wheat farms next two each other, the farmers will help each other at harvest, effectively giving you twice the crop production in half the time (if you think about it in a strange way).

SIM CITY
Maxis

Mr Mottram also has a tip for this classic: At the beginning of the year, set the tax at zero percent, and then in December set it right up to twenty percent. This way when the tax window pops up in January, you can set it back to zero, having collected a small fortune, but keeping your folks happy.

BENEFACTOR
Psygnosis

Thanks to the many people who have sent in all the codes to this lovely little puzzler. Take a deep breath — here goes...

Underworld

1. Afraid of Fungies 3MQLGPQLGP
2. Trick Jumping 3213J2HPQL
3. Keep your feet dry 3MQL4PSNQR
4. Silents 3NQL2Q4JC4
5. Release order 3NQLGQQLGQ
6. Troubleshooting 6NB3JN3PQ5
7. Turn, Run, Turn 3LQLN4T4QR
8. Follow the signs 3MQQM5MM3Q
9. Let's roll 14QHNVPGM5

Tombs of terror

10. Double Trouble 3CQMGQMQG
11. Mind the Flames 1MQDRPPCQ4
12. Switch-o-mania 3V13FF2MJJ
13. A Mother of a blow QPHDJSKGMV
14. Greed wastes time. 3NQLQQQLQQ
15. Hang Tough QBB1PBCBQC
16. Lemmings? M2CNBFBM12
17. Order is crucial MMQPGPQPGP
18. Easy jumping MG3QMKM5Q4

Treetop rescue

19. Bouncy Bouncy MMQP4PSRQR
20. Unreachable MD1M1D1M1D
21. The fog that be MX3QGLFND3
22. The Bungee trap MF1MJFHTQM
23. Down 'n' load MF1M2FFRQK
24. Bring down your axe M6KRJN3PHL
25. Flatback action M4KRLTLSM5
26. Running Colour M2QQR3PPQH
27. Funnel Jungle MMQPSP4NQN
28. Weightwatchers MNQP3QSRKS

More absolutely fab Benefactor *codes next month...*

GALAGA DELUXE
PD

Graham Perris from Birmingham earns himself a little software prize for being persistent enough with this brilliant PD shoot-'em-up to have bought himself all of the super-hints (and at 1000 points each, that can't have been easy!)

1. Red, green and blue skulls will give you the Super Weapon, Extra life, full power and the best speed. (But not really — Sucker!)

2. If you have all the markings for a rank promotion and then buy one more marking, you'll actually buy yourself up a rank.

3. When a smart bomb has exploded and the gems are falling down, pull down on the joystick to collect all the sweeties.

4. If you have one weapon type and catch the same weapon icon again, you'll get more firepower.

5. If you have caught two aliens and the scope is still activated, you can get tons of points by bouncing the aliens of the screen with your field.

6. If you have a multiplier when entering the meteor storm, you'll get yourself a huge wad of points.

7. Having a multiplier active when completing the game will give a lot of points (bit of an obvious one there, methinks)

8. Catching a warp in an alien stage with a bonus level will give you a perfect bonus score.

9. Completing the meteor storm will give you 100,000 points.

10. If you are the rank of Admiral and you buy more rank markings, you will get 1,000,000 points instead.

LETHAL WEAPON
Ocean

This has recently appeared on ye olde budget label, so I thought I'd print these cheats sent in by the timely Cheryl Meacham of Dundee.

Mission 1 — REELOT
Mission 2 — ACSFYC
Mission 3 — LSKIRO
Mission 4 — YLKSPE

CANNON FODDER
Virgin

Christopher Reast reckons (and I've not been able to check this out, so you'd best not be lying, mate) that if you start running out of men in the middle of a phase, press surrender, and when the 'Go for it' prompt comes up, press surrender again. Apparently, all your lost men will reappear. Not bad, eh?

Another tip, this time from Karl Schulze in Ohio USA, is that if you've split a soldier from your group who then dies while holding weapons, you can get them back (the lost grenades or rockets) by separating another soldier and taking all his weapons away. Magically, he will collect the dead soldier's supplies. Wa-hay!

WING COMMANDER
Electronic Arts

A nameless chap, or chapess from Winchester (luuverly part of the world) has found an interesting cheat for jumping missions in this now geriatric space adventure. When you take off from the Claw, speed up until you reach around 400kps and then wait a few seconds. Now turn around and head straight for the Claw with your afterburners on. Eject just before your ship disintegrates and voila! — you'll be ready to start your next mission.

BRIAN THE LION
Psygnosis

Here are some more levels codes for this little platformer, courtesy of Hull's very own Lee Watherley.

Level 2. FLLj/MZXYz
Level 3. gVdfKgqaGd
Level 4. gVdfKgqaGI
Level 5. gVdfKtjaGU

Also, the Action Replay address for hits points is C31C39

ARMOUR-GEDDON 1
Psygnosis

The release of *AG2* seems to have stirred up a bit of interest in the original, and thanks to Rodger Heeley, here's a cheat for unlimited fuel. As soon as you start the game, go to the HQ Screen and select Messages. Click and hold the left mouse button on the 'D' of 'Day 1' and then press Escape. You'll see a line indicating that the cheat has worked, which allows you to keep your shields continually high, because you get unlimited fuel (as I mentioned previously, repetition fans).

QUIK
Titus

Chris Hands from Telford has found that by typing in SOCOLOKU at the password prompt, you can grab yourself unlimited energy and lives. Also, the level codes are: SILIRONE, FUNETOC, URODECOLE.

GAMES SURGERY

Yes, it's time once again for more tips, cheats and assorted rubbish in Matt's completely useless Surgery of Games!!!

Dear Matt,
I have been stuck on *Legend Of Kyrandia* for some weeks now and I wonder if you can help me.

I have three gems in my amulet but can't get beyond that. I've made the potion, activated the crystals, found the silver unicorn and the plinth on the beach. Every time I try to leave, I get eaten, and every time I try to get the chalice, a pixie runs off with it. What have I not done?

Tony Ashby,
Bexhill On Sea

Okay, you actually need to address the chalice problem before crossing the lagoon, so go and release the hovering chalice using the blue amulet gem, and then chase the faun to his tiny home. You'll need to have made a purple potion at the Crystals of Alchemy (using red and blue potions), which can then be drunk to shrink yourself down small enough to go inside. The faun will trade the chalice for an apple which, if not already held, can be found just after the labyrinth exit or in the woods behind Zanthia's. Now you have the chalice, you are ready to go to the castle, and by drinking the orange potion (made from red and yellow potions) while at the Tropical Lagoon. Hurrah!

Dear Matt,
I come from Denmark and I have bought Jurassic Park. I can't get through level 3 and need some advice and some codes.

Dennis Andersen,
Denmark.

I come from Upminster and am an uncle. Level three (the T-Rex paddock by my notes) is a fairly short level, and to be quite honest, I'm not sure if you really mean level three. Anyway, what I'm saying is, why don't I just give you couple of codes and let you get on with it. Yes, that sounds like a good idea...

8EB75C3D, DE5FB8C5, EEE7740D, or for those playing in stereo, er AGA I mean... D5F4AB62, 95B48B42, 85A4834A)

Dear Matt,
I've had Frontier for quite a while now (and what an amazing game it is) but I can't get more than about 10,000 credits. Have you got any cheats for more money? The cheat you printed in the January issue 1994 doesn't work!

Matthew Bennett
West Bromwich

I don't like being called liar, and I can assure you that the cheat we gave does work — I know, because I've used it! So here it is, one last time, in splendid Div—O—Vision...

Select the starting position of Lave and go straight to the shipyard. Now sell everything possible, just leaving yourself with life support for your cargo hold, and extra passenger cabins. Go to the bulletin board and reply to the ad asking for passage of a small group to Leesti. Accept this mission, and then return to the shipyard, selecting the new ships. If you select to buy any of the ships, the fella' will tell you that you can't afford it, while your credits will go up as if you'd part-exchanged. There is a problem with this cheat, and that's that Lave isn't exactly the most advanced planet, and you'll need to travel a fair distance 'north' on the galactic map before you can really buy any decent equipment or ships. I suggest you buy as much fuel as possible, and make tons of rapid jumps, making sure that you don't end up stranded in the middle of bugger-where.

Dear Matt,
On Jurassic Park (A1200 version) I can't get past the Triceratops. I'm picking up all of the fruit, but still get moved down after he charges at me.

A Jones,
Plymouth.

The only way to keep the Triceratops busy enough to survive this, is to make sure that you really have collected all of the fruit. I know it takes a bit of time to wander around and get it all, but you won't stand a chance otherwise. If you now drop this lot in front of the Tric' at the last possible moment, it should be delayed long enough for you to get a good head start along the 'corridor'. As you run down the screen, veer towards the right hand side, and get ready to pull out of the way at the very last moment. Even when this is done perfectly, it's still a pretty close call (to add tension and brown trousers, no doubt) so don't panic. Honest! It works.

MATT'S SHOW-OFF SHELF MEDICATION REQUIRED

- Both Tor Justad Jnr. and Andrew Grant want to know how to get past mission eight of FIREFORCE (with the aircraft shelters to be 'marked') Other cheats gratefully excepted.
- Robert Jefferson wonders if anyone knows where to find the bug catching net or the carpet in GOBLIINS 2
- Michael Jameson from Glasgow wonders if anyone might know any cheats for VIKINGS — FIELD OF CONFLICT as he's quite keen to rule Britain.
- If anyone has any mission codes for THE KILLING CLOUD, could they please send them in, because Michael Winning is desperate to get past mission five. Ta.
- Louise in Cheshire wants to know how to get onto level seven of Eye Of The Beholder.
- International Surgery time! Marcus Vinicius from Brazil can't seem to 'persuade' the bloke he's meant to in the Paraguay mission of SYNDICATE. Any ideas?

FREE PRESCRIPTIONS

- Top Doctor Neil Yates earns himself a chunk of software for treating three of August's patients in one go! First up is Sara Beaumont's Gobliins 2 problem: Okay, get another bowl using the same trick, and use it on the cover. Put Winkle on the catapult and get Fingus to send him flying up to the rainbow by activating the bottom flagstone. Use Winkle on the feeler to make a bubble and then quickly get Winkle to jump onto it. As he floats down, get Fingus to activate the flagstone so that the cover opens as the bubble lands on it. The bubble will now be blown towards the umbrella and Winkle can grab the pin. Use the catapult again to get Winkle back to the left of the screen and then get Fingus onto the rainbow's end using the flagstone. Fingus will now go to Winkle. Move Fingus just to the right of the feeler and then activate the switch to make the Buffoon fall. While he's in the right position, make Fingus operate the feeler to get the Prince enclosed in a bubble. Now get Winkle to release him with the pin. PHEW!
- Next up for Doctor Neil is Jonathon Winceslaus' Indiana Jones query: The answer is found in the Grail Diary. think of the six skulls to be numbered from left to right, one to six. now push the skulls as 5, 3, 3, 4, 2. Tadar!
- And lastly for the healing man comes Rick Young and his Ishar 2 troub: The dandelion puree can be found on Irvan's Island. From the dead woman with the necklace, head East into the forest, and then go North, collecting the black and white mushrooms. Finally, go as far North as possible to get the dandelions surrounded by stones and guarded by wasps. Nice one.
- A former patient, Andrew Parker, has sent in a solution to William Huse's LARRY 2 problem: At the start, go to the garage and get the dollar bill. Go to the fence next to the Quickie Mart and look through the hole. In the Q'Mart, go to the woman and type 'Get lottery ticket'. The numbers you now need to type don't matter, so go to the TV station and walk up to the receptionist. Type 'Give girl ticket' and write down the numbers she tells you, typing them in against straight after. In the waiting room, sit down, and when on TV, say anything. Go to the clothes shop and buy the swimsuit. Now go to the supermarket and on the far left shelf type 'Get sunscreen'. Go and buy it and then go back to the Q'Mart. Type 'Get Cola', buy it, and go to the hairdressers. Type 'Sit near the chair'. Now go back to the start and type 'Examine bin' twice. get the passport and go to the previously closed music store. Inside, go up to the lady and type 'Examine girl' then talk to her. Once you're being followed, head straight to the port and type 'Give man ticket' — Bon voyage. Oh yes, and save game. You're done!

THE SURGERY IS NOW CLOSED

Yes, I'm afraid I have to go and attend to a young lady's needs elsewhere right now, but don't worry, I'll be back in a month, so keep those letters coming in. Show-off Shelf personnel: don't forget to let me know what machine you own so that I can sort you out a prize if necessary. The address for your letters is: Matt The Medic's Games Surgery, *The One*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please don't phone in or send SAEs as I really am a jolly busy chap.

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EXCLUSIVE!

WIN SOME CRAP!

Now's your chance to take home a piece of The One's office in our EXCLUSIVE competition to win some crap courtesy of, er... the floor.

It's a sad but true fact that we work in an absolute dustbin. You might remember a scant six months ago we were all spouting-off about our modern space desks and brilliant new equipment, but, sure enough, within weeks the space desks were hidden under what can only be referred to as... crap.

As I look around me now, I can barely begin to describe the scene of degradation and despair that fills my view. Crap games lie everywhere, mountains of Monster Munch cover every surface, and then there are Simon and Andy's desks — quite simply, toilets with legs.

If a group of surrealists were to have a game of 'I-Spy' here, they would be in no way disappointed with what they found; plates with half eaten sausage sandwiches from the pub next door, Vicks cough syrup, newspapers from years ago, joysticks, surfboards, deodorant, Batman bubble bath. Oh yes, we lounge daily in gigantic piles of poo and always will. Or will we...?

DING DONG

The only problem with living in squalor is that, as Dusty the kangaroo hounded litter-louts in the eighties, we find ourselves up against a new breed of busy-body — The Witch Upstairs. You see, the moment the tiniest piece of fluff falls onto the carpet, it triggers off a complex system of alarms, alerting Her to our crime. You can be sure that within seconds of , she'll appear in a cloud of smoke, cackling about safety standards and threatening the innocent with her hair.

So we've been ordered to tidy up or else The Witch will turn us all into Welshmen (Andy's been threatened with sterilisation). So this could be your chance to pick up one of five fan-tastic *The One* Crap Packs, literally chock-a-block full of our very own pap. I think you need only glance at the genuine photos shown here, to realise what a special offer this truly is!

HOW TO ENTER

So fancy a bit of pur office in your bedroom, do ya? Well, you have to realise that we're giving prizes away on a lucky dip basis, so whether you win the box of games or a pair of Simon's used pants, you have to pretend you're not disappointed. Okay? Alright then...

To win yourself a mystery Crap Pack all you have to do is answer the following simple questions.

(1) Batman is also known as:
A) The Dark Knight
B) The Bubble Bath Avenger
C) Clark Kent
D) Dr Susan Carthorse

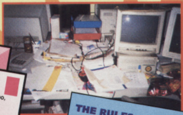
(2) Monster Munch crisps have:
A) Two fingers
B) Three fingers
C) Four fingers
D) One finger, one thumb, one arm, one leg, one nod of the head, stand up, sit down, keep moving.

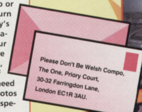
(3) In one of the photos you can just about see the right breast of:
A) Kate Bush
B) Winona Ryder
C) David Upchurch
D) Steve Iles' hair

TIE BREAKER
Complete the following sentence in no more than twelve words.

"I'd really hate to be Andy Nuttall because..."

Once you've got the answers to the above, put them down, along with your name and address, and send them on a postcard or the back of an envelope addressed to the:
Please Don't Be Welsh Compo,
The One, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.
Entries must arrive here before the 28th of November or we'll just burn them. Also, while I'm here, if you can't write properly, get your mum to help you because anything I can't read gets burnt, as do entries that use those pens with girly different coloured inks. Good luck pap pickers!





THE RULES

(1) No employee of EMAP may take part in this incredible competition. (2) The editor's decision is final, and if he wants to send you an empty cardboard box, tough. (3) Winners can't phone us up afterwards and complain because they caught some horrible plague from one of Nuttall's ex-lunch plates. (4) Don't expect too much, and if you get some crappy game, think yourself lucky; it could've been much worse. Easily.

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

BACK ISSUES

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WIPPED! *Syndicate, Overdrive, F117a Stealth Fighter, Soccer Kid* and many more!
REVIEWED! *B17 Flying Fortress, Beavers, Sink or Swim, Championship Manager '93, Nippon Safes* and many more!
TIPPED! Players' guide to *Body Blows* and *Nick Faldo's Golf*, more on *KGB* and *Bill's Tomato Game* plus the start of a massive *Chaos Engine* guide!
PLUS! *Alien Breed 2* development diary starts! And — Exposed! How the mass media covers computer games!

JUNE 1993

ON THE DISKS! *Blaster!* A specially written full game for *The One*, plus a playable demo of *Nippon Safes* and two complete PD games: *Alien Bash* and *Tractor Beam.*
WIPPED! *Bubba 'n' Stix, Realms of Darkness, Innocent Until Caught, Maelstrom* and many more!
REVIEWED! *Goal!, Super Cauldron, Ancient Art of War in the Skies, Legend 2, The Lost Vikings* and many more!
TIPPED! Players' guide to *Lionheart* and *Chuck Rock 2* plus the completion of the solutions to *KGB* and *Chaos Engine!*
PLUS! Plus we tell you how to get into the software industry!

JULY 1993

ON THE DISKS! Playable demos of *Cannon Fodder, Global Gladiators* and *F1 Challenge* plus a complete PD game, *Baldy!*
WIPPED! *Jurassic Park, The Settlers, Stardust, Simon The Sorceror, HeroQuest 2* and many more!
REVIEWED! *Ishar 2, War in The Gulf, Dune 2, Gunship 2000, Syndicate* and many more!
TIPPED! Complete players' guide to *Arabian Nights, Beavers and B17* plus the start of an *Abandoned Places 2* solution!
PLUS! Thalion Interviewed!

SEPTEMBER 1993

ON THE DISKS! Playable demos of *Overdrive, Bubba 'n' Stix, F117a Stealth Fighter, Deep Core and Suburban Commando!*
WIPPED! *Last Action Hero, Micro Machines, Alfred Chicken, Theatre of Death, Seek & Destroy, Oscar* and many more!
REVIEWED! *Soccer Kid, Hired Guns, Diggers Premier Manager 2, Yo! Jo!, Blob, The Patrician* and many more!
TIPPED! Complete players' guide to *Syndicate* and *War in the Gulf*, a complete guide to *Transarctica* and the start of the *Ishar 2* solution, the ongoing *Abandoned Places 2* and *World of Legends* sagas
Plus CD 32: More Info!

OCTOBER 1993

ON THE DISKS! Playable demos of *Space Hulk, Alfred Chicken*, and *Burning Rubber*!
WIPPED! *Mortal Kombat, Elfmania, Evolution, Wonder Dog, F1* and many more!
REVIEWED! *Space Hulk, Jurassic Park, Overkill, Micro Machines, Alfred Chicken, Blastar, Disposable Hero, Burning Rubber* and many more!
TIPPED! Complete players' guide to *Diggers, Beastlord, Wibble World Giddy, The Patrician, Goal!*, and more of the *Ishar 2* and *World of Legend* solutions!

As a person of discerning taste, you are no doubt a regular reader of The One, the publication we like to think is Britain's biggest and best Amiga games magazine, but that's because we write it. However, there may be embarrassing gaps in your collection, which is always, erm, really embarrassing. Maybe you didn't start reading The One until recently, perhaps you have just learned to read, or maybe your newsagent simply ran out of stock — in which case, why didn't you place an order?

Whatever the reason, here's your chance to fill those gaping voids in your compendium of excellence. On this page you'll find listed all available issues of The One, stretching back to the dawn of time (well last year, anyway), complete with a summary of their contents. But remember: every issue has actually got loads more stuff in it than we've listed here.

To order, just fill in the coupon below, write out a cheque or Postal Order for the required amount and send it to: The One Back Issues Dept., Tower Publishing, Sovereign Place, Lathkill St., Market Harborough LE16 9EF. And that's it! Remember: it's easier if you buy the issues in the first place.

NOVEMBER 1993

ON THE DISKS! 3 disks again, featuring a playable demo of *Uridium 2, Hero Quest 2*, and *Seek and Destroy*, along with two complete PD Games!
WIPPED! *Body Blows Galactic, Kings Quest VI, Rally, Rise of the Robots, Seventh Sword Of Mendor* and many more!
REVIEWED! *Brutal Sports Football, Cardiaxx, Donk, Frontier:Elite 2, Qwak* and many, many more!
TIPPED! *Hired Guns* (Part 1) *Alfred Chicken* (Part 1) guide to *Space Hulk* (Part 1) *Ishar 2* (Part 3) and many more!
PLUS! The Programmers talk to us! DMA Talk to us. Find out how we make *The One.*

DECEMBER 1993 — SOLD OUT!

JANUARY 1994

ON THE DISKS! *Galactic*: The Xmas Remix — a complete game from Stavros Fasoulas — plus a demo of *Zool 2* and a complete A1200-only PD game!
WIPPED! *Universe, Cool Spot, Dennis & Gnasher* and *Heimdall 2* Part 2!
REVIEWED! *Mortal Kombat, Zool 2, T2, Microcosm, Bubba 'n' Stix* and loads more.
TIPPED! Players' guides to *Body Blows Galactic, Combat Air Patrol, Jurassic Park* and bundles more!
PLUS! The Programmers of *Liberation* speak! Massive preview of the games scheduled for release in 1994.

FEBRUARY 1994 — SOLD OUT!

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APRIL 1994

ON THE DISKS! Playable demos of *Heimdall 2 Bump 'n' Burn* plus two complete PD games *Parattack* and *Cookie*!
WIPPED! *Banshee, Flight of the Amazon Queen, Kult of Speed* and *Club Footbal* !
REVIEWED! *Darkmere, Muzzy, Manchester United Premier League Champions, Mega Motion/Statix, Heimdall 2, Bubble and Squeak, Legacy of Sorasil* and bags more.
TIPPED! *The Settlers, Stardust, Wizkid* and many more!
PLUS! We talk to a Software Pirate!

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MAY 1994

ON THE DISKS! 3 disks yet again! Playable demos of *Puggsy, Clockwiser, Mr Nutts* and *Banshee* (A1200 only), plus two complete PD games, *OUCH* and *Smidge*!
WIPPED! *Impossible Mission 2025, Hardcore, Mr Magoo* etc. etc.
REVIEWED! *K 240, Apocalypse, Total Carnage Armour-Geddon 2, Arcade Pool, Stable Master 2 and... oooh loads more*!
TIPPED! *Innocent Until Caught, Campaign 2* and much, much more!
PLUS! The *Sensible Soccer* Fancy Football League and we preview Beeb 2's new programme with games in it, *The Net*.

JUNE 1994

ON THE DISKS! Playable demos of *Armour-Geddon II, Gulp, Touch 'N' Go.* Plus two fantastic complete PD games, *Kung Fu Charlies* and *Digger*!
WIPPED! *Dragonstone, Kick-off 3, Ruff 'N' Tumble, Super Stardust* and many more!
REVIEWED! *Elfmania, Valhalla, Benefactor, Sierra Soccer, Traps 'N' Treasures, Bump 'N' Burn* and many more!
TIPPED! Players' guide to *Darkmere,* plus a complete solution to *Beneath a Steel Sky,* and part 3 of our *Goblins 3* solution.
PLUS! The *Sensible Soccer* Fancy Football League and the exhaustive guide to ECTS.

JULY 1994

ON THE DISKS! Playable demos of *Sensible Soccer International Edition, Empire Soccer, Quik* and *Out To Lunch*!
WIPPED! *FIFA Soccer, Kid Vicious, Top Gear 2, Wild Cup, Psycho Pinball* and many more!
REVIEWED! *Out To Lunch, Banshee, Crash Dummies, Impossible Mission 2025, Quik* and literally 'some' more!
TIPPED! *K240, Armour-Geddon 2*, Manchester *United PLC, Perihelion* and bags more!
PLUS! The *Sensible Soccer* Fancy Football League and our fantastic potted history of the Amiga, with pictures and jokes.

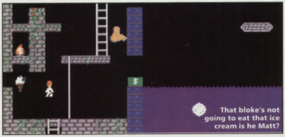
AUGUST 1994

ON THE DISKS! Fabby playable demos of *Kid Chaos, Wild Cup, Vital Light* and PD 's stonklingly good *Drelbs!*
WIPPED! *Simon The Sorceror 2, Nova Storm, Dawn Patrol* and many more!
REVIEWED! *Kid Chaos, Ruff 'n' Tumble, Putty Squad, Burntime, WIld Cup, Vital Light* and figuratively 'bags' more!
TIPPED! *James Pond 3, Benefactor,* the concluding part of our complete solution to *Goblins 3* and tons more!
PLUS! The Fancy Football League! Liars! — we name the duff games the softies tried to sell by telling whoppers! Plus Great Programming Tricks of our Time! As well!

SEPTEMBER 1994

ON THE DISKS! The absolutely incredible *Ruff 'n' Tumble,* the brilliant *Dragonstone,* and the excellent *Putty Squad* (A1200-only) — although you can get that on any Amiga games magazine. *Exclusive? Some people (naming no names) don't know the meaning of the word.*
WIPPED! Cyberwar, King of Thieves, All Terrain Racing and more!
REVIEWED! *Universe, Pinke, Ishar 3, On the Ball, World Cup USA '94* and others!
TIPPED! *Benefactor, Valhalla, Kings Quest 3*!
PLUS! We track down the brainiest programmer in our side-splitting feature!

Matt's still recovering from the crap 'Coin-op Era Karaoke' title Harry gave his PD feature a couple of months back, but the Broughtonmeister still managed to crawl from his bed and look at some of the latest top notch releases.


That bloke's not going to eat that ice cream is he Matt?

JET SET BILLY
Cynostic, Disk G0204

What better way to start 'PD Zone' than with a flash of nostalgia? Exactly — there just isn't, is there? (Well, perhaps an enormous picture of Kim Basinger would have been quite decent — Simon). Er, yes... anyway.

Any self-respecting games player should be more than familiar with *Jet Set Willy*, because in simple terms, Willy was one of the original characters that introduced us to platform games. I am of course referring to *Manic Miner*, but more specifically where this game is concerned, the sequel — *Jet Set Willy*.

In *Jet Set Willy*, you had to travel around a large number of increasingly surreal locations, collecting as many sparkling items as possible, while avoiding the monkeys, devils, toilets, kangaroos, and, well, anything that moved, even though logic suggested that perhaps it shouldn't.

In *Jet Set BILLY*, you have to travel around a large number of increasingly surreal locations, collecting as many sparkling items as possible, while avoiding the monkeys, devils, toilets, kangaroos, and, well, anything that moves, even though logic suggests that perhaps it shouldn't (god, I love that cut and paste option on MacWrite!).

Anyway, suffice it to say that you have to get past all of these strange creations and on to your ultimate goal of riches and rewards armed only with your stubby little legs and a small, but perfectly formed, jump.

Along the way, apart from the baddies, obstacles such as platforms, waterfalls and very-long-drops-off-the-edges-of-walls have to be negotiated, unless you're happy to lose one of your precious lives (and if you are, you really need to play a different game where things like that don't matter — perhaps backgammon or something).

Jet Set Billy is one of those games that doesn't really have a lot to offer, but is an adequate diversion, while offering us saddies a quick plop into the pool of yesteryear. The map editor isn't exactly something you're likely to wet yourself over either.

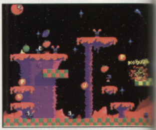
Oh, no he's going to drink some water from out of that tap is he?

OVERALL 56%

BAZZA 'N' RUNT (A1200 only)
Magnetic Fields, Disk A1297

Taking some of the simplest ideas going, *Bazza 'n' Runt* is a very dinky, very colourful little platformer. Bits of *Qwak* are present in the woodwork, as are *Dynablaster* and, well anything involving platforms and little people really.

It's a simple idea; just run around the platforms dropping bombs and destroying a set number of targets on every level. Each level is filled with weird and wonderful creatures following a simple course that can either be avoided or bombed — the choice, as they say, is yours. You do have a limited number of bombs to do all this with, but falling icons from the sky can be collected to replenish stocks. Other bonuses come in the form of icons which have to be blown up, and then picked up, performing the usual special actions such as freezing baddies and awarding extra points.

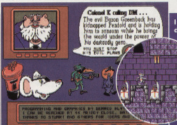

"Space, the final blackcurrant fool". Well, it makes about as much sense.

DANGERMOUSE
Magnetic Fields, Disk GA180

He's the greatest secret agent in the world — Dangermouse! DANGERMOUSE!" Ah, nostalgia pumped through my veins when this appeared on my Amiga's screen, and not due to any sad 'used to have it on my Spectrum reason' either, just because I used to play 'Dangermouse' in junior school (incidentally, I always WAS Dangermouse because I was the tallest — ha ha!).

Dangermouse was one of a number of Cosgrove Hall cartoons (along with *Super Ted* and *Count Duckula*) that appeared in the eighties, offering the kiddies a taste of English humour just for a change (and let's be honest, we were all getting a bit sick of strange Hungarian mice and *Dr Snuggles* anyway). Blessed with such vocal talents as David Jason and the late great Terry Scott (as faithful mole Penfold), Dangermouse was forever thwarting the evil Baron Silas Greenback's plans for world domination by just sort of being there really, if memory serves. (It was also quite groovy in la la la la la *Look In!*)

Dangermouse, the PD game, doesn't actually owe anything to the original cartoon other than its graphics, and is as such nothing more than a *Hunchback* clone. For those youngsters out there, *Hunchback* was a very early game, where you had to cross a number of increasingly hazardous screens to ring a bell, finally rescuing Esmeralda. The dangers came in the form of flying arrows, bottom-


Colonel K calling DM . . .
The evil Baron Greenback has kidnapped Penfold and is holding him to ransom while he brings the world under the power of his dastardly gem.
YOU MUST STOP HIS EVIL PLANS
I think he was the train driver as well, and the policeman...

David Jason did the voice for Toad in *Wind of the Willows* too...

PRESS RELEASE... PRESS RELEASE... Readers in the Lancashire area might like to know that PD Zon in CD32 products as well as stocking the full range of Magnetic Fields Shareware and PD. Their full

Dangermouse, DANGERMOUSE... oops wrong piccy!

Should you collect enough bonus letters, you can enter small sub-games such as a 'duck shoot' affair featuring huge mutant monkeys and killer bees (uh? Are you sure? — Hazza). No, really.

As already mentioned, there's a large amount of *Qwak*-type fruit falling from the sky, which not only adds to the general mayhem, but also acts as a nice little point earner.

Two player games take the form of simultaneous competitions, with both players desperately trying to destroy all the targets before his opponent does, making use of such nasty icons as 'rob the other player of all bombs' along the way — which, as you might imagine, is a bit of a git.

Bazza 'N' Runt is (apart from being yet another a bloody stupid name for a game with 'n' in the title — Harry) certainly interesting, but it's let down by perhaps being a bit too busy visually. Other than that, it's good old fashioned fun.

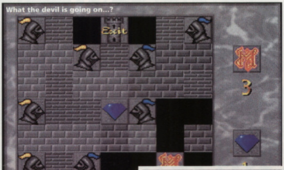
OVERALL 80%

less pits, fireballs and guards trying to stick poles up your bottom. It was nothing more than a timing and reactions game, but in its day was a classic.

So what's to tell about the mouse of danger? Well not a lot really. It's quite nicely programmed, and features some groovy samples of the original music and voices (plus a very evil Baron Greenback gloating at you every time you lose — the sod!).

The game play really adds nothing new to the *Hunchback* genre other than a few pick-up icons that award speed or exit the level. Not bad, and a nice reminder of a nice character, but not stunning.

OVERALL 72%



What the devil is going on...?

MASQUERADE

17 Bit Software, Disk 3188 A+B (2 disks)

Helmets, shields, the odd bit of lapis lazuli or sapphire...

...and some gunpowder. Looks duller than a cress sandwich to me.

Now this is a very strange puzzle jobbie indeed. Not content with having thought up a strange game in the first place, *Masquerade*'s programmers then proceeded to use some very strange graphics as well.

Also, rather frustratingly, *Masquerade* is as hard to describe as some of the later levels are to play, but I'll have a go nonetheless! (Thanks, Matt, that's really big of you, I mean it's only your sodding job after all! — Simon.) In the game, you basically have to move your cursor around a screen, collecting a set number of gems before the exit door will appear. Along the way, a number of blocks must be negotiated and manipulated, some of which are there to help you, some to hinder.

Your cursor moves in a *Boulderdash* sort of way in that it 'eats' the blocks it moves over, allowing otherwise trapped blocks to show their true colours, acting as their individual characteristics dictate.

Portcullises drop on your head, knights in shining armour gallop across the screen, and barrels of TNT blow up (rather unsurprisingly). Should you move in such a way as to bugger up the entire level, the game will spare you the embarrassment of quitting by just pulling you out itself, and though you can sit and stare at the screen to work out its solution, it is more fun to actually trundle around causing mayhem and making a mess of things. The only problem with this, is that the disk accessing is quite appalling, and I wouldn't be kidding if I was to say that you'll need to swap between the two disks *eight* times before every game begins.

Masquerade does let you pick which level to enter the game at, but this is no consolation when you're trying to get into things and you have to keep faffing around with disks after every third life has left you.

Unfortunately, the game also suffers from being of the 'one solution only' variety, so once you've learned how to complete a specific level, the chances of you having much fun doing it all over again are as slender as Glenda and her thin mate Brenda.

Masquerade is quite interesting I s'pose, but never incredible.

OVERALL 79%

OH MR POSTMAN!

•Cynostic, Office 01, New Enterprise Centre, Little Heath Id. Est., Old Church Road, Coventry, CV6 7NB.
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• Magnetic Fields, P.O. Box 118, Preston, Lancashire PR2 2AW
Tel: (0772) 881190

• 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH
Tel: (0924) 366982

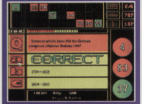
QUINGO (QUIZ BINGO)

Magnetic Fields, Disk GA196

With a title like *Quiz Bingo*, I doubt you're exactly expecting a shoot-'em-up, a beat-'em-up or any other sort of 'em-up for that matter. Nope, you'll be expecting a clever hybrid of a pub quiz machine and that popular granny-pleaser Bingo — and you'd be spot on!

I take my hat off and bow to the programmers of *Quingo*, because it's the first pub quiz sim I've ever really found enjoyable, both due to the content and the speed of the game. By this I mean that there's one lump of loading at the beginning, and then the game flows freely. It's also a nice idea — the winning numbers to fill your bingo sheet bit — that works well in context. You can choose to go for one, two or three balls per question, and though you'll obviously win prizes faster with the latter choice, the time limit per question reduces violently. (To the point where an old fella like Harry can't actually read the answers on offer before the time runs out!).

Repetition is generally another thing that lets these games down as, while the real pub machines can hold trillions of Q and A's your humble Amiga can't always supply a never-ending stream of new questions without tons of disk accessing every five seconds. Fortunately, Quingo manages it.



Between which dates did the German composer Johannes Brahms live?

1764–1825

1804–1863

Two fat ladies? David Upchurch bending over, more like.

The questions themselves are a bit varied, and move from the simple "Who was the star of *Jaws*?" to the astronomical "How many miles from the sun is Earth?" (Well I knew, Mr Pants! — Harry). This isn't too bad in honesty, but you do find yourself occasionally screaming at the machine for expecting you to be omniscient.

At the end of the day, this is about the best quiz game on offer (especially considering the PD price), and I would recommend it to anyone who fancies a brain twister.

OVERALL 89%

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Rated 89% A.POWER (Jun 94). Rated 90% THE ONE (Jun 94). This is a war Arcade/Strategy game based on the likes of MEGALOMANIA and POPULOUS, with Excellent GRX, sound FX and an addiction level that will keep you glued to the monitor for simply yonks!"....Absolute marvel to behold," said A.Action (May 94)" .....Graphics are gorgeous ...I loved it!" Said The One (Jun e 94).

F1006 Blackboard v2.0 (2 Disks) £4.99
Earlier version rated 88% CU Amiga. New version rates 90% Amiga Shopper. "AGA owners get near 24-Bit graphic manipulation ....Should be on your shelf if you are into graphics," said Amiga Shopper. Blackboard is an image processor written specifically for the AGA chip-set machines, although Blackboard will run on any Amiga with the following system REQUIREMENTS: 2 floppy drives (or hard drive) and a minimum 1 meg of memory.

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Earlier version recieved 93% CU Amiga (Oct'93). This is the final version of the acclaimed desk magazine creater with loads of NEW features. Amos source included to create you own interface!

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F1014 Tots Time £3.99
This one is mainly for the very young child up to four year olds, has three programs.
1 - Press any key in alphabet views pictures relating to that letter
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3 - Click on a picture to hear a sound relating to it.

F1018 Relics of Deldroneye (4 Disks) (2Mb Chip only) £6.99
Review in The One (Jun'94) "Good a value as any of the big boy games "(Full price games). "Top stuff buy it!" Rated 91% A mouse driven interactive adventure with great graphics, sound FX & animations. Contains brain numbing but logical puzzles, 64 colour gfx and around 100 locations. Like Monkey Island/Lure of Temptress.

F1019 Touch 'n Go £3.99
Reviewed in The One (Jun'94) "As far as puzzle games go, this has everything you could want .....Features an excellent number of levels & layouts. "Rated 87% This is an excellent arcade/puzzle game which supports passwords, 100 levels, parralax scrolling and wicked backdrops, cool music and sound FX. Demo version appeared in The One cover disk June 94.

F1022 Ask Me Another £3.99
This desk gives tremendous value for money, it contains 20 individual learning modules that're both fun and cover a wide range of different learning techniques. This is intended for children aged 3 upwards. The modules are: Shapes, Time, Words, Adding, Colours, Homes, Money, Sequences, Matching + 11 others.

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One of the best educational packs we have. This one is for approx. 7 to 12 year olds. Learning modules are:
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4 - How much is? type in the value of ...etc.
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3 - Name the ocean the whale is currently swimming in.
4 - Enter the name of the country whose flag is shown.
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RECOMMENDED

October is my favourite month. The wind through my hair, toasted tea-cakes and that marvellous nip in the air. At The One we go for lovely long walks in the wild woods and kick our way through carpets of golden leaves. We all have our special way of enjoying these rambles. Simon always says that beneath the waving canopy of ancient beeches, he feels at one with the Universe. Matt often comes over all melancholy and says The Clue to our existence is fundamentally tragic and that Bono was most definitely On the Ball when he said that October is the time that 'kingdoms rise and kingdoms fall'. On the other hand, Andy is usually a little the worse for drink on our excursions and often hallucinates wildly: 'Ishar 3 faireessh gambol acrossh the path just then! I want to be a pixie with a shilver hat!' he'll gabble breathlessly and start trying to hug and kiss everybody. Thankfully he can usually be beaten off with sticks. With poo on them.

Alien Breed 2

91%

Publisher: Team 17
Issue Reviewed: December 1993
Memory: 1Mb
Price: £26.99

Team 17 return to familiar territory with this, the sequel to the game that first established the company as one of Britain's leading Amiga developers. It's more of the same Gauntlet-esque bug-hunting action basically, but bigger, busier and blastier. Some have complained it's too easy, though...

Banshee

89%

Publisher: Core
Issue Reviewed: July 1994
Memory: 2Mb
Price: £29.99

Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in a Tora!Tora!-tastic one- or two-player flight of fantasy and er... blowing things to kingdom come. It's great fun, basically.

Beneath a Steel Sky

93%

Publisher: Virgin Interactive
Issue Reviewed: November 1993
Memory: 1Mb
Price: £29.99

Revolution's latest has been produced in collaboration with comic artist Dave Gibbons, and if ever there was a match made in heaven, then this is it. The result is a stunning graphic adventure which might lack humour compared to Monkey Island — but more than competes in every other department.

Body Blows Galactic

87%

Publisher: Team 17
Issue Reviewed: December 1993
Memory: 1Mb
Price: £26.99

Yet another sequel from Team 17 which does for street fightin' what Alien Breed 2 does for bug huntin'. Body Blows Galactic is 'the business', boasting much smoother animation — the characters no longer move like Scott Tracy — faster action, animated backgrounds and enhanced sound effects.

Brutal Sports Football

88%

Publisher: Millennium
Issue Reviewed: November 1993
Memory: 1Mb
Price: £25.99

It's been a long time since Speedball 2 set the pace in fantasy sports games, and while Brutal Sports Football doesn't quite make the Bitmap game obsolete it's a worthy companion piece. It's extremely violent, with spurts of blood flying everywhere and even the occaisional decapitation. You have been warned...

Bubba 'n' Stix

91%

Publisher: Core Design
Issue Reviewed: January 1994
Memory: 1Mb
Price: £25.99

Another platform game from Core Design? Surely not! We shouldn't moan, though, especially if they're as well designed as Bubba 'n' Stix. Yes, it's a bit short, but it's beautifully programmed, the graphics have a vividness not often seen on the Amiga and there's a brilliant vein of humour running through it all. Fantastic stuff, when all's said and done.

Bump 'N' Burn

90%

Publisher: Grandslam
Issue Reviewed: June 1994
Memory: 1Mb
Price: £25.99

Addictive 3-D racing as this Super MarioKart-with-knobs-on screeches on to the Amiga. Death Race 2000 in a chucklesome cartoon style, with amazing weapons to blast your way through eight levels of super-charged chicanery, make Bump 'N' Burn a must for those who always thought that all Scalectrix lacked was a bit of mindless violence.

Cannon Fodder

91%

Publisher: Virgin Interactive
Issue Reviewed: December 1993
Memory: 1Mb
Price: £29.99

War, according to the Sensible boys, has never been so much fun, and we have to agree — Cannon Fodder is one of the most enjoyable games we've played in yonks. It may look like a fairly simple run-around and blast affair, but there's a surprising amount of strategy needed if you're to make it through to the end.

Ch'ship Manager Italia

Publisher:	Intelek
Issue Reviewed:	March 1994
Memory:	1Mb
Price:	£17.00

Although the main difference between this and the other Championship Manager games is that you get to take control of clubs with funny names, the reduced price and increased running speed earn this a respectable mark. Novices may have a bit of trouble getting to grips with it but for the rest of us it's fab.

89%

Milan Staff
DONE

The Clue

Publisher:	Black Legend
Issue Reviewed:	September 1994
Memory:	1Mb
Price:	£29.99

Plan and execute crimes in the comfort of your own home. Become London's Mr Big without ever leaving your bedroom! Yes The Clue is proof that crime plays! From humble tea-leafery to big blagues with shooters 'n' slaggs it's down to you to outwit 'The Filth' and stay out of the 'Scrubbs' without staying clean!

88%

Elfmania

Publisher:	Renegade
Issue Reviewed:	June 1994
Memory:	1Mb
Price:	£25.99

Mortal Kombat comes to the elf-kingdom and gets its teeth kicked-in by a gorgeous girly with pointy ears. Elfmania makes all other beat 'em-ups on the Amiga look pretty crappy — and the introduction of strategy is truly inspired. We were completely gobsmacked. It's the best ever. Honestly.

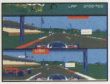
91%

F1

Publisher:	Domark
Issue Reviewed:	February 1994
Memory:	1Mb
Price:	£25.99

From the French geezers who brought you Vroom comes this, the official F1 licence. To be honest it's basically Vroom all over again but slightly faster, (as if it needed to be!) and with a superb two-player mode. Although not realistic enough to satisfy a true F1 buff, it offers incredible thrills and spills to the arcade lover.

90%



Frontier: Elite 2

Publisher:	GameTek
Issue Reviewed:	November 1993
Memory:	1Mb
Price:	£34.99

We've waited a long, long time for this, but it's been worth every minute of it. Frontier is, quite simply, the game you bought your Amiga for. Admitted, it's not the most 'beginner friendly' game ever, and it takes a while to get its hooks into you, but when it does it won't let go for years. A must buy.

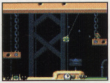
96%

Fury of the Furries

Publisher:	Mindscape
Issue Reviewed:	January 1994
Memory:	1Mb
Price:	£29.99

A puzzle/platform game very similar to The Lost Vikings, Fury of the Furries offers 100 levels of mind-bending, reflex-testing action as you use your three cute Tinies in various permutations to reach each stage's exit. Believe us, it's as addictive as hell.

90%



88%

Genesia

Publisher:	Mindscape
Issue Reviewed:	January 1994
Memory:	1Mb
Price:	£29.99

This is a huge 'society building' game very similar to The Settlers. Starting off with a tiny tribe of people, you must use their various skills to build a thriving civilisation. It's not as easy to get into as The Settlers, but offers greater rewards for those who persevere.

87%

Ishar 3

Publisher:	Daze
Issue Reviewed:	September1994
Memory:	1Mb
Price:	£34.99

Ishar's back and this time c'est trois! Wohratax the black dragon is created Lord of Sith by the Powers of Chaos as a reward for being top bad bloke. More unpronounceable names and jaw-cracking plot twists from our Froggy chums in this sequel to the sequel with les knobs enorme, er... sur.

90%

Heimdall 2

Publisher:	Core Design
Issue Reviewed:	April1994
Memory:	1Mb
Price:	£34.99

Heimdall 2 is without a doubt, the best of its kind. It's got just the right balance between action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs and great dollops of magic will keep you on Loki's trail, in the company of a fetching Valkyrie saucily-named Ursha.

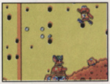
89%

Jurassic Park

Publisher:	Ocean
Issue Reviewed:	October 1993
Memory:	1Mb
Price:	£26.99

An Ocean film conversion with not a platform in sight? Shurely shome mishtake? Nope — taking a pinch of The Chaos Engine and mixing it with a couple of spoonfuls of Legends Of Valour, JP turns out to be a game worthy of the licence, with arcade action a-plenty. Deserves to be a smash.

90%

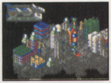


James Pond 3

Publisher:	Millennium
Issue Reviewed:	June 1994
Memory:	2Mb
Price:	£29.99

The third Pond platformer is huge. And bloody fast. In Operation Starfi5h Pond weighs in with a leaner, meaner, Sean Connery of a performance to surpass his cute Roger Moore in Robocod. OK, so there's bit less colour but bags more character and the gameplay is infinitely more taxing. The ultimate Pond adventure!

90%



K240

Publisher:	Gremlin
Issue Reviewed:	May 1994
Memory:	1Mb
Price:	£29.99

The best strategy game since Dune 2, K240 is a bit like Populous with asteroids. From your base-asteroid it's up to you to discover more, colonise 'em, exploit 'em, and defend everything you've got against aliens in a race for galactic domination. Build fleets, blast aliens, mine stuff. We loved it.

Kid Chaos

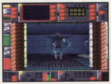
87%

Publisher: Ocean
Issue Reviewed: August 1994
Memory: 1Mb
Price: £25.99

Crazy story line, crazy game. The chaotic cave-kid from the cretaceous age clubs his way through this platformer faster than a hungry T-Rex chasing a jet-propelled cow. More parallax than anything since Lionheart and more satisfyingly violent than hitting banks of stinging nettles with a big stick.

Liberation: Captive 2

94%

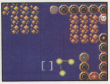


Publisher: Mindscape
Issue Reviewed: December 1993
Memory: 2Mb (CD32/A1200 only)
Price: £34.99

Yes! Here it is — the first CD32 game to enter Recommended. And deservedly so — Liberation is a brilliant, atmospheric RPG with one of the sexiest intros you're ever likely to see. Really shows off Commodore's capabilities to the full.

Mega Motion

86%

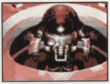


Publisher: Black Legend
Issue Reviewed: April 1994
Memory: 512K
Price: £19.99

One of the most rewarding and brain-teasing games we've played for ages. The concept is simple and the animation fab. It reminds us a bit of Boulderdash but it's not derivative. Only available as part of a two-pack, the other game being Statix which we rate at 84% and just misses its own entry. Stonkingly good value.

Microcosm

86%



Publisher: Psygnosis
Issue Reviewed: January 1994
Memory: 2Mb (CD32 only)
Price: £34.99

Okay, so basically it's little more than a basic 3D shoot-'em-up in the Space Harrier mould, but as far as 3D shoot-'em-ups go it's just about the best-looking one you could possibly imagine. And it plays pretty well too, although the joypad doesn't half make your thumb sore. All it really lacks is variety. Ah well

Mortal Kombat

89%

Publisher: Virgin Interactive
Issue Reviewed: January 1993
Memory: 1Mb
Price: £34.99

Top marks to Virgin and Probe Software for coming up with arguably the most accurate coin-op conversion seen in a long time. Everything from the arcade original is here - the graphics, the sound and, most importantly, the gameplay ('the gore' surely? — Ed). Up until Elfmania, this was the best beat-'em-up on the Amiga..

On The Ball

90%

Publisher: Daze
Issue Reviewed: September 1994
Memory: 1Mb
Price: £29.99

A management sim with a difference, the only thing On The Ball lacks is Brian Moore. Fresh as a daisy and as deep as [something we didn't understand — Simon and Matt], here's a footy game to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with (what? — everyone).

Out to Lunch

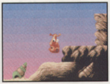
90%

Publisher: Mindscape
Issue Reviewed: July 1994
Memory: 2Mb
Price: £29.99

Food glorious food — but hang on! — it's all done a runner! So Pierre Le Chéf is on a Cooks' Tour around some exotic locations (er... apart from Switzerland) to re-stock his larder. Out to Lunch is a tasty platform patissèrie with scrummy animations and sprites that take the biscuit. And that's no word of a pie!

Puggsy

90%



Publisher: Psygnosis
Issue Reviewed: March 1994
Memory: 1Mb
Price: £34.99

On the surface, Puggsy looks like a slow platformer with not much going on, but if you spend a few minutes learning the game mechanics and experimenting with the Total Object Interaction, then you'll discover a beautifully animated arcade adventure with fantastic graphics and sound.

Putty Squad

90%

Publisher: System 3
Issue Reviewed: August 1994
Memory: 2Mb
Price: £29.99

Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is gmore squishy blue fun than you can have a-squeezing things in a policeman's trousers. Probably. Tons of different enemies, sumptuous graphics and long lasting platform fun for all the family.

Qwak

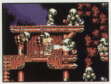
88%

Publisher: Team 17
Issue Reviewed: November 1993
Memory: 1Mb
Price: £12.99

Qwak may be 'just' a budget title but it's completely brilliant which is why it's found a home here amongst the Recommendeds. It's a one- or two-player Bubble Bobble-style game, with the aim being simply to amass points on your platform-filled odyssey through the kingdom of cuteness. Simply marvellous.

Ruff 'N' Tumble

91%



Publisher: Renegade
Issue Reviewed: August 1994
Memory: 1Mb
Price: £25.99

The best game ever with 'N' in the title? Little Ruff has lost 'is marbles and that means mega-blaster mayhem in platformular mode for the likes of you 'n' me. This game is sharper than Michaelangelo's best pencil, and that's no word of a lie because it's right there at the sharp-end of the platform renaissance. Ha, ha.

Second Samurai

87%

Publisher: Psygnosis
Issue Reviewed: December 1993
Memory: 1Mb
Price: £29.99

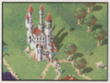
Although perhaps looking a little too similar to the original First Samurai, this sequel is a far better game. The hero doesn't move quite a fluidly as he used to but he's still pretty nifty with his sword, and the tighter level design and less oblique puzzles make for a much more entertaining experience all round.

The Settlers

90%

Publisher: Blue Byte
Issue Reviewed: December 1993
Memory: 1Mb
Price: £34.99

Imagine Little Computer People cross-bred with Populous and you'll have a good idea as to what The Settlers looks and plays like. It's your typical God game (build an empire, keep your folks happy and quash any rivals) spruced up with some super-cute animations on your subjects. Very user-friendly

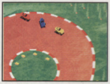


Skidmarks

88%

Publisher: Acid Software
Issue Reviewed: January 1994
Memory: 512K
Price: £25.99

If you have fond memories of Super Off-Road then prepare to have them rekindled with this, a superb racer viewed from a similar 'isometric' perspective. Although a bit of a duffer when played alone — the computer cars are crap to say the least — it's brilliant in two-player mode.

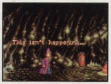


Simon the Sorcerer

89%

Publisher: AdventureSoft
Issue Reviewed: February 1994
Memory: 1Mb
Price: £34.99

Brits AdventureSoft take on the American might of LucasArts and Sierra with this humourous graphic adventure. Obviously intended to be a Monkey Island 2 beater, it comes close to succeeding. However the interface doesn't quite surpass Lucas Arts' and the puzzles are tough — but don't let that put you off.

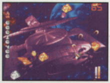


Stardust

91%

Publisher: Bloodhouse
Issue Reviewed: December 1993
Memory: 1Mb
Price: £16.99

An unbelievable bargain at the price, Stardust is the ultimate Asteroids clone. The graphics have to be seen to be believed and it plays as well — maybe even better — than it looks. Along with the stunning 3D sub-game breaking up the rock bustin' between levels, this is a feast you just have to treat yourself to.

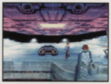


Universe

87%

Publisher: Core
Issue Reviewed: September 1994
Memory: 1Mb
Price: £34.99

Played an adventure with plenty of hot arcade action recently? No? Well, Universe has more puzzles than a gargantuan helping of enigma pie and more changes of pace than Mr [somebody we didn't know — Simon and Matt] himself. It'll warm up your belly and make your feet smelly if you like your games to have that bit extra.

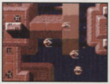


Uridium 2

91%

Publisher: Renegade
Issue Reviewed: November 1993
Memory: 1Mb
Price: £26.99

The C64 classic comes to the Amiga in style, souped-up beyond belief with 32-colour graphics, 50-frames-per-second action, multi-way scrolling, power-ups and all the other good things you've come to expect from a 90's shoot-'em-up. It's very tough, but for die-hard blasting fans it's a dream come true.

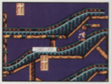


Wiz 'n' Liz

86%

Publisher: Psygnosis
Issue Reviewed: November 1993
Memory: 1Mb
Price: £26.99

Originally a Mega Drive game, this cutesy race-'n'-collect-'em-up is perhaps a little too simplistic to be worth buying if you're going to be playing it alone — you're likely to get bored of it long before the end ever comes into sight — but it's great value if you've got a friend who can join in the fun.

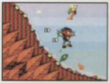


Zool 2

90%

Publisher: Gremlin
Issue Reviewed: January 1994
Memory: 1Mb
Price: £26.99

Yet another sequel wangles its way into these Recommended pages. Despite being more of the same, this is far superior to the original — Zool now has much more character, is much better animated and is a lot more enjoyable and less frustrating to control. You can even play as Zooz, Zool's girlfriend!



COMPETITION

Yes! It's the quiz of the month! If you fancy your chances of winning one of ten fab-tastic software prizes then you've come to the right place. Just answer the following questions...

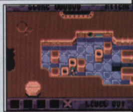
(1) When was the October Revolution?
(2) What or who was Red October?
(3) Which top pop act had a hit with October?

Answers on a postcard or back of a sealed envelope by October 28th to the following address: Recommended Compo 7, THE ONE, 30-32 Farringdon Lane, London EC1R 3AU. The first ten entries drawn from the hat after the closing date win!

BUBBLING UNDER

Welcome to a completely new section of The One, one in which we present titbits of information regarding reviews, previews and other events just around the corner. Actually, 'Just Around The Corner' would have been a better name for this section but, hey, the logo wouldn't have looked as attractive as this one. Simon Byron's your host for this month...

bubbling
under



ZONKED!

Psygnosis

Release date: November

"Once in a very long while a computer game comes along that defies traditional genre descriptions and captivates the market with the sheer addictiveness of its gameplay..." The press release writers have obviously been working overtime up at Psygnosis. And it seems they quite like *Zonked!*, a puzzle game which they claim is as addictive as... well, something very illegal which we won't go into here (it's all to do with drug taking and stuff and I'll get well done if anyone tells the rozzers about it).

Let's translate the press release into honest English, shall we? *"Zonked! is a block pushing puzzle game. There are 120 levels. The graphics aren't great, but the game should make up for this. The One will be reviewing it in November."* That's much better, isn't it? Why don't you just play the blimmin' demo?

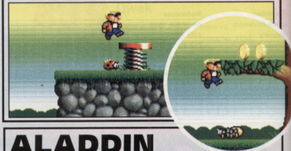
CHARLIE J. COOL

Rasputin

Release date: tba

Rasputin Software, the company behind the infuriating puzzler *Clockwiser*, will shortly be releasing this Mario-esque platformer featuring some bloke called *Charlie J. Cool*. Now call be me a cynic but I suspect that this is a made up name — indeed, the London phonebook reveals no such delights, which is a shame because I was going to ring the person up and conduct a hilarious interview. God I'm such a wag sometimes...

Anyway, the version we saw held few surprises. You run along. You jump on things. You collect things. And that's it. It's too early to tell whether or not the game is any good, but we'll be keeping our fingers, toes and other bodily appendages firmly crossed when until the final version comes in.

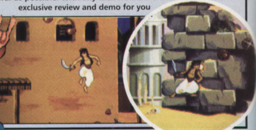


ALADDIN

Virgin

Release date: Christmas

Heralded by many console mags as the best platform game ever, this Disney licence is set to make its Amiga debut at the end of the year. The Mega Drive and SNES incarnations featured stunning cartoon-like animations, all served up with a healty dose of playability, and Virgin promises that the Amiga version will be as faithful as possible. With any luck we'll have an exclusive review and demo for you

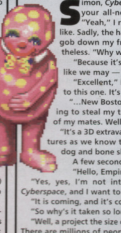


MR BLOBBY

Millennium

Release date: Christmas

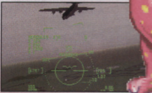
Here's an early shot of Millennium's licence from hell. From what we can gather, the game plays similarly to Core's ancient arcade fest *Carvup* — you have to colour in sections of the landscape by running over them — only this time you play an irritating pink goon instead of a cute car. Watch out for a more in-depth look next month.



TFX

Ocean

Release date: November 1994



No, you haven't gone barmy — DID's stunning flight sim really will be out next month. The game has already done very nicely thank you on the PC and the A1200 version — the latest 'build' of which you can see here — promises to do the same.

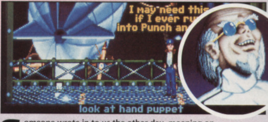
The game has a plethora of features. There'll be five theatres of operation, 120 multiple objective missions and an editor to create thousands more. Also making an appearance will be three high-powered aircraft: the European Fighter Jet, Stealth Bomber and the F22, and each comes complete with accurate flight models.

We've all been frothing at the mouths for almost two years now but the end, it seems, is most definitely in sight. Let's hope Ocean lets us check this out next month.

FLIGHT OF THE AMAZON QUEEN

Renegade

Release date: November 1994



Someone wrote in to us the other day, moaning on about how release dates change all the time. Well, for their information, we pass on the game-related details that the software companies give us and so shouldn't be held responsible for any slippage that occurs. Alright?

Amazon Queen is one such game which has been put further and further back as the months have worn on. Thankfully, Renegade assures us that it will most definitely be out next month. No, really.

If you weren't around in April when we unveiled this point-'n'-click adventure, let us fill you in. Fill your face in, that is — where the bloody hell were you? We like to think our readers are unfailingly loyal. And then we wake up.

Taking the role of Jo King (hahahahahaha!), you must travel round a comical world, saving the day and generally being the good guy. There are loads of hilarious set-pieces which have been designed to make your sides quite literally split, meaning that your guts will spill onto the floor and you'll feel quite ill. The game's being written by some ex-comic writers, so it does stand quite a good chance of being funny. Perhaps we should have a chat with them.

CYBERSPACE

Empire

Release date: December

"Simon, *Cyberspace* would be a good thing to include un your all-new 'Bubbling Under' section," said Matt. "Yeah," I replied, trying to sound all hard and tough-like. Sadly, the hardest I could manage was dribbling a bit of gob down my freshly-pressed shirt but I continued nevertheless. "Why would I want to do that, then?"

"Because it's been in development for ages but it looks like we may — just may — get a review copy very soon."

"Excellent," I shouted, "we've all been looking forward to this one. It's set in the year 2090 in a place called..."

"...New Boston," interjected the foolish Staff Writer, trying to steal my thunder and make me look foolish in front of my mates. Well, Andy and Harry.

"It's a 3D extravaganza and looks set to revolutionise adventures as we know them," I continued. "I'd better get on the dog and bone sharpish."

A few seconds later the Empire phone was a-ringing.

"Hello, Empire..."

"Yes, yes, I'm not interested in that. I want to know about *Cyberspace*, and I want to know now."

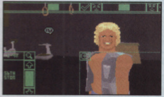
"It is coming, and it's coming in December."

"So why's it taken so long, then?

"Well, a project the size of *Cyberspace* is bound to take a lot of time. There are millions of people in it, thousands of locations... all these things take time. The programmers have been able to stick to their original brief but they've had to update it slightly in order to keep the game innovative. They've added texture mapping because most 3D game look like that."

"So definitely December, then?"

"Definitely."



SKELETON KREW

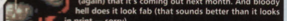
Core Design

Release Date: October 1994

Since we exclusively revealed the existence of *Skeleton Krew* back in February, Core has been keeping the game very close to its chest. So most people have forgotten about it.

Well, eight months later we can exclusively reveal (again) that it's coming out next month. And bloody hell does it look fab (that sounds better than it looks in print — sorry).

The version we were sent looked to us like it was completely finished. But that's only because we played it for long enough to review — i.e. five minutes. What we did see, though, was impressive — there's plenty of action and the graphics are excellent (well it is AGA-only). Although we did initially experience some trouble with the control method, the overall Verdict was... well children, why don't you wait until next month to find out?



With Matt Broughton and Eliza.

Next Month

A friend recently sent me a program going by the name of Eliza. Now Eliza is one of those attempts at Artificial Intelligence where you try to have a meaningful conversation with the computer. This particular program is meant to simulate an open-ended psychoanalytical interview, being very Freudian and clever. Unfortunately, after a few conversations, it becomes apparent that Eliza has a few marbles missing — nay, is none too tightly wrapped.

Just to confirm my suspicions, I asked Eliza what she reckoned would be in the next issue of *The One*. The following really is a truthful transcription of the conversation I had with her word for word...

ELIZA: HELLO. MY NAME IS ELIZA. WHAT'S YOURS?
MATT: Matt

ALRIGHT, MATT, WHAT WOULD YOU LIKE TO TALK ABOUT TODAY?
What's in next month's issue of *The One?*

WHAT ANSWER WOULD PLEASE YOU THE MOST?
Er, well it would be quite nice to have *UFO*, *Dreamweb* and *FIFA* in there.

WELL IT WOULD BE QUITE NICE TO HAVE UFO, DREAMWEB AND FIFA IN THERE?
Yes. That's right.

MAYBE WE SHOULD MOVE ON NOW.
Oh, that was a bit shorter than I'd hoped for. Can't we talk about the next issue for just a little bit longer?

MOVING RIGHT ALONG.
Obviously not.

WE ALL GROW UP AT DIFFERENT RATES.
Er... quite. Nice point, well made.

I SEE YOUR POINT.
I'm not aware that I made one.

I DON'T THINK YOU ARE NOT AWARE THAT YOU MADE ONE.
Er...no, lost me there, love.

ALRIGHT, CAN YOU TELL ME MORE.
About what exactly? Next Month, perhaps?

WHAT DO YOU THINK, MATT?
Well, I reckon there'll be something very special and top secret on the cover, not to mention a brilliant coverdisk or two and some top previews to boot. You might say the word *'Aladdin'* could be featuring quite heavily in all of the above. Uh huh — know what I mean?

I HOPE YOU DON'T MIND IF WE CHANGE THE SUBJECT.
DESCRIBE YOUR RELATIONSHIP WITH YOUR PARENTS.
Hang on. I was just about to get into some serious tosh about the next issue, and now you want to know about my mum and dad?

I'M NOT SURE I UNDERSTAND YOU FULLY.
Nor am I.

SEARCH ME.
Alright then. Get your kit off.

ALRIGHT THEN?
Brilliant! So it's alright to touch you?

WHAT MAKES YOU SAY THAT?
Well, you know... just asking.

WHAT ABOUT YOURSELF, MATT?
What? You want me to touch myself?

I DON'T HAVE THE ANSWER.
Good.

VERY INTERESTING, CAN YOU PROVIDE MORE DETAILS?
Ah, Next Month! Well, *Sim City 2000* will be in there (yet again).

WHY DON'T YOU ELABORATE ON THAT, MATT?
Good idea! Well, it's the excellent follow-up to the smash hit classic from Maxis.

MAYBE WE SHOULD MOVE ON NOW.
God! You're not exactly patient are you?

DID YOU HAVE MANY TROUBLES WHILE YOU WERE GROWING UP?
This beard stuff appeared on my face when I was six.

IN WHAT WAY?
Well, it a goaty sort of way.

WHY DON'T YOU TRY TO RELAX.
What, me or the beard?

WHAT IS IT THAT YOU REALLY WANT TO KNOW?
What's in next month's issue? Haven't you been listening at all?

HAVE YOU ASKED ANYONE ELSE?
Well Andy doesn't appear to have a clue, and Simon is on holiday.

DO YOU MISS YOUR MOTHER?
I wasn't aware that she was dead, especially considering I saw her this morning.

AT ONE TIME I WAS ALSO WASN'T AWARE THAT SHE WAS DEAD, ESPECIALLY CONSIDERING YOU SAW HER THIS MORNING.
You're bonkers, you are.

BEING A PARENT IS A HARD JOB NOWADAYS.
Erm, quite. Anyway, about October's issue...

ALRIGHT, CAN YOU TELL ME MORE?
Yes — glad you asked. There'll be some excellent competitions, along with the usual news, previews, reviews, and how-do-you-do's.

SURPRISINGLY, I ASKED.
You asked what, you spaz?

IT APPEARS THAT WE ARE ALIKE IN MANY WAYS.
Oh! Now I am insulted. I thought we were meant to be talking about Next Month.

WHAT DOES THAT SUGGEST TO YOU?
That we should be mentioning all the great things likely to appear, er, Next Month.

I'M NOT SURE I UNDERSTAND YOU FULLY.
Okay, well every month we use the last page to try and give the readers some impression of what's going to appear in the next issue.

HAVE YOU ASKED SUCH QUESTIONS BEFORE?
I think you'll find that I wasn't asking any questions at all, mate.

UNFORTUNATELY, I ALSO THINK YOU'LL FIND THAT YOU WASN'T ASKING ANY QUESTIONS AT ALL, MATE.
Have you been programmed by someone with the words Nuttall and Andy in their name by any chance?

NAMES DON'T INTEREST ME.
Well, certainly not Andy's anyway.

PLEASE GO ON.
What about Andy? Well, where to begin? He's Welsh, if that helps.

WHAT ELSE COMES TO MIND WHEN YOU ASK THAT?
He's also a gimpy softmint.

WHAT MAKES YOU SAY THAT?
Well, he's sort of soft in the middle, with a crispy candyfloss outer coating.

VERY INTERESTING, CAN YOU PROVIDE MORE DETAILS?
Yes. He's boggle-eyed.

WHY DON'T YOU ELABORATE ON THAT, MATT.
Well imagine a large pair of eyes on a tiny head and, hey presto! — Andy Nuttall.

I UNDERSTAND.
Good. Can we go back to the matter of Next Month now?

WHY DON'T YOU COLLECT YOUR THOUGHTS AND RETURN LATER.
GOOD BYE...

Oh bloody hell. It's like talking to a brick wall. I give up!
Well, maybe that wasn't such a good idea after all, I mean I never even got to tell you about our reviews of *Dreamweb*, *FIFA International Soccer*, *Skeleton Crew*, *Dragonstone*, *Sim City 2000*, *Turbo Trax*, *Planet Football*, *Robinson's Requiem* and *UFO*. Nor did I get to blag off about our brilliant Aladdin Preview and coverdisk, or any of the other great features that you've come to expect from Britain's least popular magazine. Oh hang on, I just did! Hurrah, etc.!

ONE

The November issue of The One, on sale October 28th. It'll make a damn sight more sense than Freud ever did.

DEAR NEWSPERSON,
Please reserve/deliver/pay for my copy of The One, starting with the November issue. It'll be out on October 28th and quite frankly I can't wait. Lots of love,

Name: ....

Address: ....

....

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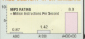

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- AA Chip Set/16.8 Million Colours
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- PCMCIA Smart Card Slot
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- 2½" Internal IDE Hard Drive Options
- 1 Year On-site Warranty

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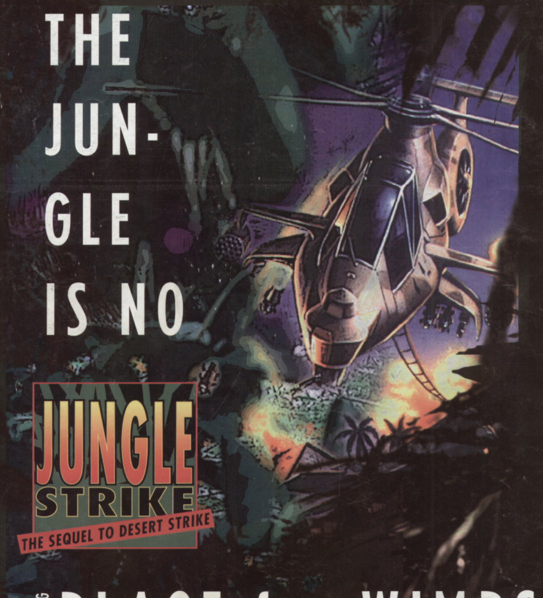
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